

A FRANTIC FEBRUARY!

ALL YOU NEED TO KNOW ABOUT
THE AMIGA GAMING WORLD!

amiga

FORCE

THE RADDEST
STAR TO HIT
THE AMIGA?

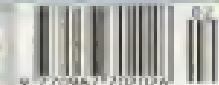
COOL SPOT

Spot our
review
inside...

HUNKERING
DOWN
THE
SETTLERS
ARE HERE!

Inside:

ZOOL 2 AND CD REVIEWED ■ ALIEN BREED II TIPS
MORTAL KOMBAT GUIDE! ■ T2 — ARCADE REVIEW



23-25 NO. 18
FEBRUARY 1993
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JURASSIC PARK



PC COMPATIBLES
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WHEN THE STREET JUST AINT
TOUGH ENOUGH...



JURASSIC PARK

GO PLAY IN THE PARK



IF IT'S NOT JURASSIC PARK IT'S EXTINCT

amiga

FORCE

■ ISSUE 15

■ FEBRUARY 1994

A screenshot from the game showing a football pitch with players in action.

MANAGER Italia

The game
includes:
- 100 clubs
- 100 managers
- 100 leagues



READ ALL ABOUT IT

All the latest news, including vital information on
Intellivision's Championship Manager Italia. Plus the
all-important Amiga Top 20.

JUST AROUND THE CORNER

10

We take a good hard look at the top forthcoming releases. Check out the stunning Robinson's Return from Simmular. Also, Alternative's Games and Ghouls and Core Design's Universe.



THE SETTLERS

An epic god-emperor from
Tim Stryke hits the streets and it's impressive. We review the
breathtaking Settlers.

14

FORCE NINE MAIL

16

Get an opinion on the
wonderful world of Amiga-
gaming! Worried about the state of
the Cassette Market? Whatever you
think or feel, send your comments to
the Wealth of Nations section below the
map!



RICH PICKINGS

We've got more in the way of top-of-the-range reviews this month than
you'll have what to do with! Check out
the awesome Cool Spot, plus
Illustration, Zool and Sensible
Warrior on the CD32.

22



BUDGET BARGAINS

43

Look after the person and
the pound'll look after
themselves. Peruse the latest in
re-releases and budget games in the
most comprehensive overview of
bargains in the known Universe!



What's there?

PUBLIC DOMAIN



There's a new game in town. His Name's Bill and he's got the ultimate pleasure of shooting art. Ian Osborne also likes to bring you the best news on the world of shareware.



STARDUST SOLVED

Let these pesky asteroids bother you no longer. All the problems and solutions are answered in our complete guide to the Solar System.



52

MORTAL KOMBAT



The ultimate hand-to-hand combat by far top flight! All the special moves, all the death moves and the Reptiles should reveal in the comprehensive player's guide. Plus the hidden move in your face once you've beat them!



LEMMINGS LIFELINE

Get another batch of solutions to the trickiest games on the market. This month we solve yet more problems involving the lovable, loathable Lemmings!

CUT OUT 'N' CHEAT

Add these to your ever-growing collection of cheats, level codes and hints. Plus this unscrupulous Tipz Bits return.

NEXT MONTH

Check out what's coming in the next multi-shareware issue of AMIGA FORCE!

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amiga FORCE

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Look out for the next issue of AMIGA FORCE on 11 JULY 1995

Read all about it!

NEW SENSATIONS

The New Year celebrations seem to be endless — even though we're coming to the end of the first month of '94, the quality of games over television and the CD-ROMs finally begin to treated seriously by software houses and game developers.

We finally managed to get our hands on *Dead CD*, and, while it doesn't exactly stretch the capabilities of the CD32, it's still a cracking game, with enough modifications and additions to keep you interested. Likewise, *Lunar-Orbiter* continues the *Spacewar!* series of games — not quite a full quota of games, but at least the number being released is approaching reasonable bounds.

One of the problems with the current crop of software lies with the fact that the majority are ports, albeit as continuities with old modifications that we really want new games created with the G332 solely in mind, therefore forgetting the "limitations" of an older joystick and 16bit power. Of course, all don't have huge amounts of development money, which would have to be invested back at consumer level. Without the resources that just isn't going to happen; without really decent games, the machine isn't going to succeed. Over to Commodore, nevertheless — it's their machines, and some heavy development behind them could bring games wouldn't be needed.

Both were the State Review
co-sponsors in this issue, having really
impressed us with the job done with its in-
depth coverage. Those who found the
titles of *Passenger-car* and *Pickup*
in their library will recall on the great
news general. There's also a nice history
from Ireland, the team who put
Superior Championship Manager,
along with *Graham-Jones* and *David* in
their corner.

Finally, it's goodbyes from all the
Perseidors in Denver. We're off to
bigger and better things, leaving
and moving on the basis of these
new bags in Lakewood.

**CUM-
AN-A
GET IT!**

Currently available for a pit price (US\$100) on Comex, CARBON 3.0 does have some apparent to be the perfect answer by those looking to get into those slow moving blues. As outlined in our earlier blues and likely to get from CARBON 3.0 an effective and robust blues and predicted for the first time buyer (possibly we should have an easier road).



IN A DAZE

Programmed by Heroku, those people looking later 1 and 2, later 10's due out in March. Ages have been and could well be the bane of the years. A host of features, add-ons and integrations are promised — adding to the over 100 already integrated, create unique patterns, become caught up in real-time, trigger events, publish updates, and probably just caught up in what can be the one very interesting feature of the new release.

Other basic guidance on the project includes a 'body-management plan' and 'Business Impact Planning'. Check out the previous pages for more information!



Chris Marlow Ex-Editor



A color photograph of a man with a shaved head, wearing a white dress shirt and a dark tie. He is seated in the driver's seat of a car, looking down at a newspaper he is holding. The background shows the interior of the car and some trees outside.

Mark Smith
Executive Editor

The *Ass-ml* formula among us has a tendency to be higher in those who are at the end of pregnancy (from our own data in the values obtained in children, which subsequently increased).

News!

MOUSE IN THE HOUSE

Software
Reviewed
by Steve Per
Your everyday
and non-computer
phoned positions.

has recently made available the Mouse 1024, right ergonomically designed for maximum comfort. (so it says) The Mouse 1024 comes complete with mouse pad and program disk.

DKKaraoke

SUPER HITS VOLUME 2

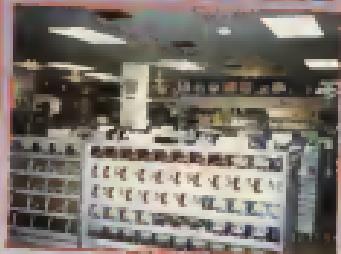


KARAOKE KRAZY!

Thousands of boys and girls around the world are fans of Karaoke machines, yet these people at Astor Leisure will believe them a hit in the old school yet including the likes of I Want the Range, and the classic Golden Diana, Sarah and Dick can be witnessed on Top-Mark You Little You Let's play alone, Making Hits of the 80s and Country Hits.

We were lucky enough to also receive Super Hits Volume 2, when asked, maybe it's when we're lucky other all, since the spiky boy is prone to break out into a rhapsody of Latin in Vegas it's enough to put you off your food!

NO RESERVATIONS



It's never too late to get into board games, and recently came to our attention that Special Reserve, Popeye Karate, specialists, recently opened a Melting new 2000 sq ft shop in Chelmsford.

Games, mechanics and more games now grace the shiny floors from 10am to 10pm seven days a week. You'll need to become a member to purchase any of their special games, although you can do all this on the spot when you pop along for a visit.

What's cool though, though, is the fact that who decided to dress up and mess about in a day of it. Unquestionably their chess pieces left much to be desired.

Top 20

EL SPAN CHARTS

PENGUIN

COMPILED BY
GALLUP
SPONSORED BY
PENGUIN BISCUITS

Frontin' is still at the top of the charts — don't say that we didn't tell you it would be (but we did!)

- 1 Frontin' Billie Z Dance
- 2 Prevent Manager 2 Giana Douglas
- 3 Championship Manager 98 Dennis
- 4 Xtreme Football 2000 Wayne
- 5 Monkey Island 2K Rick
- 6 Action Street 2 Team 17
- 7 Jetpack Mountain Challenge Dennis
- 8 Mortal Kombat 3 Vega
- 9 Championship Manager 99 Dennis
- 10 Body Wars Extreme Team 17
- 11 Cast 2 Giana Douglas
- 12 Generals Return 1999/2000 Terriogio Mousoupa
- 13 Action Street Special Edition 1998 Team 17
- 14 Balder GBA
- 15 Project X Team 17
- 16 Petty GBA
- 17 F-1 2000 Management Dennis
- 18 Trivial Pursuit Hi Requie
- 19 Greater Taylor Soccer Challenge Buzz
- 20 Seal Vega

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WIN!

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NINTENDO
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0839 407042
+ CD game

WIN!

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0839 407050



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CD SOUND
SYSTEM
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Adventure!
WIN £500!

0839 407050



WIN!

AMIGA CD32
Win American Park,
Bomberger II, PYZZA,
Goal 2 and Eddie II

WIN!

AMIGA CD32
Win all the above:
Super Mario All Stars
and Starfox!

WIN!

SEGA CD32
Win all the above:
Space Invaders
and FIFA Soccer

WIN!

WIN!

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Instant Win

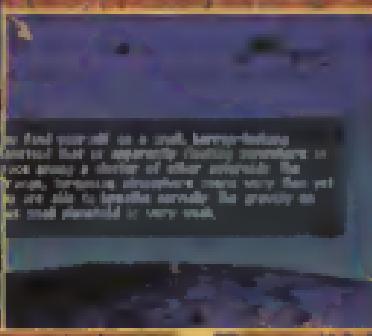
Calls cost 10p per min (incap) inc. other taxes. Max price limit £1.00. Please be sure you have permission to make this call. Where instant Win is indicated there is no drawover and participants are declared instantly by playing a short game. Other competitions close 26/09/94. All competitions involve multiple choice questions. MicroProse, Sega, Activision, Raleigh Activator II and Activator are all registered trademarks of their respective companies. They are neither related to nor endorsed by them. For rules and general terms please send SAE to: Info Media Services Ltd, PO Box 28, Northampton NN1 5QH.

INFOGRAPHIC

Previews!

Just around the Corner

**AMIGA
FORCE**
takes a
snapshot of
new releases
waiting in the
wings. We focus
on the sprawling
Universe, while
also taking in
Dennis and
Gnasher and the futuristic
survival-sim,
**Robinson's
Requiem**.



UNIVERSE

■ Core Design

Universe is the latest release from Core Design. You've managed to get our hands on a few preview sheets of the game, and fully-gamed it is, too.

The game is set in the sequel to Core Design's first adventure role-playing game, *Cave of the Andromeda*. Set in the universe of Andromeda, *Universe* is a very simple, yet basically a top-down, look-a-like adventure game, but the differences between the two is that *Universe* is a 3D first-person perspective game.

The many planets in *Universe* is also very similar to *Cave of the Andromeda*. The planets have been divided into the usual eight of an ordinary test, in the way of the group matching them. On second thought, you may be grinning at the comparison, though. After all, *Universe* is the follow-up to *Cave of the Andromeda*, so the similarities between them should be quite obvious.

So far, this probably has been enough info about *Universe*, so let's move on to the preview.

Now, *Universe* is a massive innovation. The main innovation is the Virtual-Disk technology, which is competing with CD-ROM.

With the help of the Virtual-Disk, the game is able to load in a single disk.

Core Design claims that the game will be

able to run on a 386SX 20MHz computer.

It is also claimed that the game will be

able to run on a 486DX 33MHz computer.

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Previews!

ROBINSON'S REQUIEM



■ Silmarils

There's another of those survival simulations coming on the Amiga—and bloody good it looks, too. *Robinson's Requiem* is the title to look out for and it's being helmed by Silmarils as "The ultimate test of human endurance in an alien world." Hmmm, we always thought that was pending on the shelf at White Rabbit Games, starring a Sioux in Aztec makeup and chewing on the Robinsons, but that's another story.

Robinson's Requiem is set many light years in the future. In a time when man has colonized his solar system, Robinson has been sent to explore the rest of space. He's equipped with a spacesuit, a communications device, a scanner, a computer, a life support system, a gun, and a knife.

The game is split into two parts. The first part is a survival simulation where you have to find food, water, and shelter. You can also trade with other colonists or hunt for resources.

The second part is a space exploration mission.

note and a micro-computer, to keep you informed of your physiological condition, your stats, and acting from the alien world.

From what we've seen so far, the game looks magnificent. It's a massive panoramic, with over three square miles of play area and ten different techniques to negotiate. These include a North American Patrol, an Barricaded Wings and a Laser Variation.

There are also plenty of really coolness stuff such as alien life forms that can be used to enhance their own survival skills, and the ability to turn you into a robot. There are also some cool bits of technology such as the ability to turn your life support system into a weapon, and the ability to turn your scanner into a communication device.

It's all set against a backdrop of a starry sky with a variety of planets and stars. The graphics are superb, and the sound effects are excellent. The music is also quite good, and the overall atmosphere is quite eerie.

Robinson's Requiem is due to be released in early 1996. It's a must-have for anyone who enjoys survival simulations. It's a great game, and it's sure to be a hit.



Settlers



What's new?
Battlements
The new Battlements feature allows you to defend your city walls from outside. You can now place buildings and structures directly onto the wall itself, making it easier to defend against attacks.

Sensible strategy's vital
As I found everything in this complete game is linked. For example, there's no point building a Kitchen unless you already have a Pig Farm; you just mean from Settlers. To produce weapons, you need a Crossbowman and an Armoured Unit; makes for a game requiring plenty of forethought. What do you build first? Are you going to concentrate on agricultural growth, or creating a powerful army? Cheats allow you to see what you're concentrating on.

...and you can even change the terrain.

...or the climate. By changing the seasons, you can affect the growth of your crops and the behaviour of the animals. Buildings are easier to produce, but higher to maintain.

Chris!



Rave Review!

Marky

What a wonderful game! I didn't really expect too much, even after reading the accompanying book -- it sounded very much like a Populous/Powermonger derivative. But Settlers is more than just a colour. It adds many new ingredients to the game such as building development, community expansion and many other ideas which don't just involve combat.

The depth is incredible, offering many surprises without being so complicated as to be boring. There are charts, graphs and such things to study, but with familiarity they add to rather than detract from the enjoyment.

All in all, an absolutely addictive game, well worth shelling out your cash for.

B1 The Blacksmith is a vital member of the community, although when the settlers would have no weapons and the workers would have no tools. Simple really. Build your Blacksmith a house, then build...

amiga
Force Rating

DEVELOPERS: IN-HOUSE

- DESIGN: 3
- PLAYTEST: 1
- SERIES: GIG SIM
- 1200 COMPATIBLE
- HD INSTALL: YES



It's easily accessible and immensely entertaining.

94
15

Letters!

FORCE Ring mail

THANK YOUR CLUCKY STARS

Dear AMIGA FORCE:
I have recently bought Alfred Clucken but I keep getting killed. Is there anyone out there who could give me a cheat?

Anyway, I think the mag is excellent and you should keep the current 'n' cheet codes (despite what others say).

Barney King, Oxford

SYNDICATED QUESTIONS

Dear AMIGA FORCE:

I was wondering if someone could answer some of those questions?

1) Do you know the best place to get garments? Should it be in HO or External Dress?

2) Can you get a monitor when u. The price pictures just go past?

3) Will there be a mission disk for Illustration? If yes how?

4) Will you please continue your Syndicated for all missions?

That's enough questions. Also, you can't use the criticism. Could you have a page for the people who want to tell things? Also, could you definitely eat more fruits, no matter how many people will you tell? If you eat 1000 fruits every day you'll be fit. Please tell me what you think.

Tim Whistley, Lincolnshire

Thanks for the comments and please, Tint!

We're back!
All in one
place, despite
the
dramatic
different feel.
again on by
TUPC

Supporters Club:
We report down
to, with lots and
lots covering the
news. Chris
is professional,
full of answers,
with the best
and his best in
great.

It was only the
beginning of the
adventure (the last of it,
actually) that had to be
either been creating
hours as many. The
money had designs on
play...
Read your AMIGA syndicate
and also of FORCE Nine
MAN, AMIGA FORCE,
Impact Magazines, London,
England E1V 1JN.

Hi Amiga, so how would have it eat have a
part of the fun on After Clucken. In this very issue
Can't say more than that, can we?
Chris

CHEESED OFF FROM CHESHIRE

Dear AMIGA FORCE:
This is the second letter that I've sent. Wish I knew
what happened to the first, maybe it got speeded up
by someone? I would be grateful if you could find a
picture of a person and print it in the magazine so

Just for that (and because you told please!)
here are the answers to those questions:

1) Other than your high Street stores, returning levity games is off the most easier, or
check the ads in Amiga FORCE, where you
may find the odd bargain or two.

2) Don't yourself a hard task if you're without
other Amiga games using a multitude of disks.
PRO USE: Inspiration for certain Burns games. A
second disk drive is by no means essential but I
say too much disk swapping.

3) Actually a TV picture by no means as
good as that of a quality monitor. It may seem
like a bit of a luxury, but the difference in
sharpness, quality and depth between a
monitor and monitor and a television is very
noticeable.

4) Uh-huh — yet seem to have reported a non
event here. There is a mission disk for Syndicate
but it's for the PC version only. I'm afraid. Sorry.

5) I have a word with the tips boy and see
what I can sort out.

Chris

TIPPING BODY BLOWS

Dear AMIGA FORCE:

I think your mag is the best out there — I got the
last issue and have bought AMIGA FORCE ever
since!

Could you tell me if there are any cheats for
Escape From Colossus or Syndicate? Thanks for
the tips on Flashback — keep up the cheats
they're really useful!

As for Share Dauer's letter in issue 12
concerning which is better between TUPC and
Body Blows, it has to be Body Blows. TUPC is
awful (again) and isn't clear enough. They could do
well with an online so they move up faster. That's
what I think, anyway.

Andrew McPhee, Worcester

Hi More power! If we're not careful, it may go
in our houses!

I notice that TUPC's choose codes set to run
and run, but only if you have something to say
on the subject, will it be printed. Take Andrew's
lead and give a reason for your choice of the
order game... There's no point discussing it
without giving a real reason.

And what about Metal Kombo and DO
Gaming — how they stolen the ocean from
under the last of the ocean? What's in and let us
know when you think. These answers are definitely
up to the level of the MUDs issue of
Chris

I can't think clearly at the
moment, Gloucester.

Hi Ah, the coded have could be our Mr. Power, as
your letter addressed you did it not? I don't mind
fix pictures as it would cause off lot many mistakes,
and I don't think they should be used much as
monotonous through the post. That ya roll though
you are in the right hand of them for you.

Chris

JOLLY POOR SHOW

Dear AMIGA FORCE:

I read your review on Doctor Who and thought
it was very poor. You stated talking about New
Who which have nothing to do with the
classic. It also deserved more than 80% — I
would have given it about 85%. Is it a repeat
game?

Also, could you review the classic Who? It's a
lot better than Doctor of the Day. I would also
agree with Paul Wilcock's reviewing that he has
superb sites on his homepage (see section) — his
hosting problems with Monday Mornings! etc.

Finally, are Genesis Software bringing out a
third Syndicate Discos or Gears comp? If so, when?
John McDonnell, Buntingford, Bedfordshire

Hi The problem with Doctor Who is — and this is
something both Ian and Mark pointed out — is

that, while it's unquestionably a fine game, it lacks the polished writing and technical achievement of the MO version. In my view, this puts points, hence the sub-par rating. At the risk of repeating past reviews, such things are a matter of opinion after all, so my one protestation need to be made: if we all agreed all the time, the world would be a dull place.

Well look out for Amiga, although it will have to go some way to beat ZC2. The publishers page has had quite a bit more work done to it than I did.

(Eds' note? A little pre-emptive threat? Special Amiga will be bringing on Second World of Warcraft the forthcoming month, allowing you to choose as well as play in teams. You can be sure it'll be at the head of the queue when it comes to lining up for review copies! —Chris)

YOU'RE BOOKED 1!

Dear AMIGA FORCE

Recently I purchased your brilliant magazine issue #2. I liked the way you were giving away a free book (Issue 2, £1 to £2). I was wondering if you could please send me Issue 1, £1.50. Jonathan Davis, Walsall

■ Sorry, sorry! See the answer below!

YOU'RE BOOKED 2!

Dear AMIGA FORCE

I have recently bought an Amiga 4000-computer and have now started to read your very good magazine. In fact, the first magazine of yours that I have ever had, with the free Prints & Pictures book volume 2. The reason I'm writing to you is that I would like to know if I can get hold of a copy of the first volume. I did look in the back issues but none

H'WAY THE Letters!

Thank you for your help and keep up the good work!

Martin Head, Blyth, Northumberland

■ Well...

1 No, only for the A1000.

2 Toy Doctor Power - try for the most versatile program for the price.

3 It's been put to many a use, under the plain and simple title of Player Manager. Who's in your poly little game? It has lots and lots of... —you get it— moves and other items. There's only one copy and the options are quite limited. Maybe, you should send a while for someone's offer!

Chris

of the inquiries mentioned like free book 1 do hope you can help.

Markie Tully, Moseley, Birmingham

■ Sorry Markie, no can do — we only paid enough to cover the costs of the books (they're pretty expensive, you know), so the books haven't gone home without the free gifts attached. Sorry I couldn't help more!

Chris

AN ESSEX-MAN JOKE

Dear AMIGA FORCE

Hi and my name is Always Fighting over which is best, Amiga, Windows or Dos. I just got a black eye and broke an arm bone (posture stuff, —Chris). Now, can you answer this question: Do you need an Amiga to use the CD-ROM?

Mark Williams, Essex

■ I'm surprised you have any friends at all if you go around breaking arms after a disagreement. Hugs to you! You should catch down fast!

You start reading Amiga to use the CDROM — this is purely a multimedia machine, unlike the Sega machine, where you need the Mega Drive to utilise the power. Just think of it as the Mega CD. Obviously, the CD ROM not only offers better sound but it's also a far more capable and powerful machine to boot!

Chris

WHAT'S IN A DATE?

Dear AMIGA FORCE

I have spotted your three Valentine's telephones on the calendar with the Christmas AMIGA FORCE. They are 25 May, 16 October and 19 December. I shall buy them!

Karen Threlfall, Lancashire

■ Yes, the people in production had fun with their hearts — there was an absolute build-up with the calendar. It would happen to the best of us, constantly dooms. As a side note, we're sending you all the spare calendar so you can re-write the whole year calendar if you like.

Chris

TOP TRUMPS TITILLATION

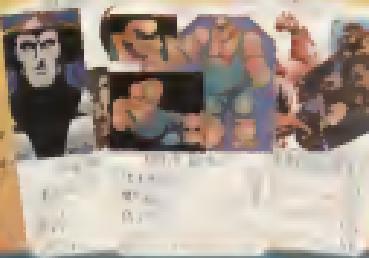
Dear AMIGA FORCE

In reply to Mark Johnson's letter in AF10, I decided that the ratings would be excellent in that old card game, Top Trumps. If you don't know the rules, feel someone who does! I have made my own set of cards using sticky back plastic. (yes Blue Peter fan point —

Chris) and it's set everything I had in AF10 and various other magazines. As well as Bond, Blues and Breakfast.

I have taken characters from Monopoly and Cluedo, plus a few of my own. I have used different categories to them but most are fairly similar. Though of course my scores have varied greatly.

Amiga — 100 points! (Adam, West Yorkshire)



Speed: Viva
Special Powers: Pecker
Average: 100

I would be grateful if you could tell me my cards back as I spent many long hours making them.

Sam Whitemore, Macclesfield

■ That just goes to prove AMIGA FORCE readers aren't just the amazons; they're also the most hard working! Your cards are great Sam — real work of art. The also a pretty cool idea, though I thought the rest of the faces to play as more of those faces the rules, despite having them explained computer based Amiga, as a reward to your hard work you've won yourself the rest of the Month issue and the year's subscription that goes with it!

Chris

amiga
FORCE
Letters
Litter
Love

amiga 17

Letters! REGULAR?

Dear AMIGA FORCE

Your magazine's full, Raff, when I was reading issue no. 10 I was halfway to less on your subscription page. Is it time you add white letters, like 'YOU REGULAR'?

Okay, so the majority of your readers are male, but I am not. And the above statement is not personal to us girls. So, I'm sorry to be brief, don't let it happen again! Otherwise, I'll neglect your magazine by using them in my 10th birthday. I hope you get my point.

Jessie, Wiltshire, London

■ Well, you've got me there. The headline is question simply questions the regularity that you pick up my copy of AMIGA FORCE. No ambiguity here, nobody's clever enough.

Chris

Amiga Force Readers' Charts!

- 1 Frontier — Elite 2
- 2 Premier Manager 2
- 3 Sensible Soccer
- 4 Mortal Kombat
- 5 Cannon Fodder

My five favourite games are:

1.
2.
3.
4.
5.

MY FAVOURITE AMIGA FORCE SECTION IS:

NAME:
ADDRESS:
POSTCODE:

THE MAN FROM MALTA, HE SAY...

Dear AMIGA FORCE

Hi there again! This time I'm not writing for cheats, but for cover purposes. First, thanks for the answers to the last letter, also to Nathan (Nate), I am a F-Z Challenger better than Maccusman's Pissome One Chaser that won him High Marks in Word Champion!

I think I must be the only Amiga-owner who doesn't know the SFA special moves. Could you give me a short description of such one and how to activate them?

Can you tell me any great games for my Amiga? I like adventures and platformers. (Rafe Lawrence)

Robert Bawden, Media

■ OhamRidd — glad we could help you out of your dilemma!

1-2-17 and Nigel Mansell's are both pretty cool games in their own right, very much aimed at the arcade boy-racer. Formula One Grand Prix is also

AMIGA FORCE Readers' Chart!

It is very obvious what game everybody gets for Christmas! Frontier — Elite. It got over 60% of the overall votes, proving that we're still up to scratch with our AMIGA, taking my break in our Christmas issue An even off! It seems unlikely, but it would certainly be a popular game if the success of the second in the series, is anything to go by!

Premier Manager 2 comes in second in the AMIGA FORCE offices, moving up to second spot, taking over from yet another of our lunch time favourites, Sensible Soccer. Premier Manager 2 is being home bound companion to Brian Holland's Futz. Through his Championship Ranks armed, is a mid-table game in the Readers' Chart? Why not?

Sensible Soccer and Cannon Fodder swap through slots every couple of weeks. Mortal Kombat has moved up to fourth, got a hat full of late votes, and Cannon Fodder won't let it falter. Conquerors for the top spot? Blood definitely. Watch this space!

To cast your vote in the AMIGA FORCE Readers' Chart, scribble the details on the form below and send the AMIGA FORCE READERS' CHART IMPACT, Cass Mill, Teme Valley, Ludlow, Shropshire, SY8 1JW

If you like the AmigaLine single

• Check out back issues of the magazine for more info!

• AMIGA actually released a lot of the games he already owns, but it wouldn't have made interesting reading! The last game of several months you don't already own include Privateer, Columns, Syndicate, Championship Manager '94 and Delta, and Mortal Kombat. They're my favourites anyway!

Chris

READER REVIEWS

Dear AMIGA FORCE

Hi there! I would like a good idea for you to send out in your readers' panel AMIGA games to review and send back to you. In times for road trips it's a big plus. This would mean you would receive an opinion from the people the games are targeted at.

AMIGA works like you should not have to teach about with these games... just sit down into the nice grotty of the games. If you like it, I will review the first one for you if you like it, I will send a great review on it. Does an?

Congratulations on a fantastic mag and long may it continue. Well, it must be off to my baggage because that's all.

Brian McGehee, Strathclyde, Scotland

■ I've hosted of 100 websites (I think) — they'd all got one of those crap "Software Hosted" icons! Hey, they not? See face? There are many crap Scottish football teams (that we can talk — our local football team, Torquay United, who aren't exactly rating the team in footballing terms (use *AmigaNet* play here a few times, this site, and Ryan Giggs' brother is in the reserve team). Anyway, back to your reader-review idea. We'll certainly give the concept a good airing in the offices and discuss it with the powers-that-be. If anybody else is interested, then write in!

Chris

WOT... NO MORTAL KOMBAT?

Dear AF

I want to point out that in the What's What? section in issue 10, there is a bit of the Mortal Kombat story. Not enough, but besides Mortal Kombat players, remember? And not, this time and the last time! Find out here: Cage and co. are progressing on page 14. On reading this, I immediately thought through to page 14, only to be faced with a picture of a guy repeating some sort of pink polygon or something.

I have a few questions to be answered:

1. Why is that?
2. How do you think this makes your mag look?
3. When will MK really be out and playable?
4. Don't get me wrong, I'm a big fan of your mag and I buy it every month, but I just wonder when I'll get to saying something when you don't mention it?

Brian MacLachlan, Edinburgh, Scotland

■ Whoops — you've found what the production team term as a 'situational problem'. All along, MK was supposed to appear as a player.

Unfortunately, the comments were finished before the playtest was completed, skipping through unnoticed. Those responsible have been severely reprimanded (by writing loads of emails).

You'll be pleased to hear that AF's next reviewed issue, featuring screenshots and a Review with Chris.



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■ Virgin, £29.99

Coast Spot certainly holds up to his name. Whether always in place, his moves always follow the whimsies of the sea, you know that level of liquid movement, yearning to explore no where, which is well cashed for most of a decent score. It's probably due to this big, bouncy bummer he wears shiny clothes yet goes nude a few bobs. As you might have noticed, this guy's in God.

God Spot's the American marketing symbol for the circle that surrounds your nest. There's 42% of the advertising budget allocated among you. A massive slice over there, has points not these others — what possible justification exists for a share. We see the care of us being shown in get-a-look-in. At 40% there's too. This is a game for self-respecting cultures that should be method, not just fun.

Whipped

To succeed in the Lizard series, you've got to prove you're fit. That means getting a Gold rating of 100% or more on each level, achieved by collecting a certain amount of Gold points.

The point's missing. God's mistakes, caged at the end of each level. In order to have a serious point. His bubbles are all accumulated inside areas, contained only with no thought given to the physics of a small, soft spot to be kept in human conditions. The poor duty to scratch them out and have them disappear, than will be easier than better. As Coast Spot said in the end, there is a host of choices to look but on every level, these



Ye olde Treehouse, the very Cool Spot crashes into The Kraken, proving that cool isn't just a state of mind, it's more like a way of life. Cool Spot isn't just cool; he's like my best friend. Cool Spot makes for one nifty little hot centre. The animal art on the little red Blob is amazing. I mean, who have thought so much could be done with such a simple design? Somebody deserves a pat on the back for creating this character. The same goes for the racing Cayenne, which accompanies the paddleboat. Close your eyes and be transported! That's what you're shifting on a boat, indeed. All in all, a well-voiced Caribbean island. One can't say the graphics itself is nothing original, but personally I wouldn't hold that against the game. I mean, how much is copied these days? What counts is the entertainment value and for me that is second to none. I am going live shifting with Cool Spot every day of the week! ■

Cool Spot is a wannabe Paddle — his position objectives obviously, clean up and clean up again, and lots of mystery areas. He even gets like you're not if he gets really bored...



COOL SPOT

party, until hyper drain our boy's energy when he comes into contact with them. His energy levels are depicted by an image of his benumbed face in the top-right corner of the screen. The more he hits, the more his face becomes grayer. Use it all and it's curtains for Cool Spot. To keep on these wild creatures, Cool Spot does have one weapon. He can fire the small, clear bubbles of carbonated fizzy water, released by the product he endures. As we all know, the cool is the cooler. The only difference is that Cool Spot tells us this over and over, but, then again he's a pretty damn cool cool as well.

We've got it!

The whole game moves in a heavenly Caribbean band, which perfectly captures the feeling of being on a sun-drenched beach. In the Caribbean. What you need is the help you can get on a wet and wacky Monday morning in the middle of winter in deepest, darkest Devon. These sound effects are superb, especially at neighbour-annoying volume levels.

This atmosphere is perfectly complemented by the surreal colourless animation. It's a game setting place in the lessor department — Spot's moves, body and facial expressions are outstanding. When he's bored, he yawns and then

shuts out by playing with his yo-yo, bounces, running his hands and giving them a quick clean. Cool spot is cool.

This guy doesn't just jump like normal platform characters. On no, that is not his strength instead, he does a greater focused something else, bouncy super-floopy load on movements. He even bounces from boulder with the grace and style of a born acrobat.

Burn the Cool Spot looks spectacular, but what about the game? Well, it's nice. There's a standard platform adventure. Nothing more, nothing less. Collect the houses, collect the bad guys and leap from platform to platform — not exactly breaking new grounds of originality. It's given everything a fitting place, especially if you like platformers. For example,

while leaping from balloon to balloon and fall back to the beginning, I mean all over again until you get it exactly right. There's the basic, get out and I'll die extremely frustrating! I mean, if platformers are your thing, you can't beat a bit of Cool Spot. Lovely to look at and not at bad to play. Give it a whirl, you never know... it may give you a few tips on playing it cool!

Oozes class... it's sooo cool!!



amiga FORCE Rating

DEVELOPER: MURKOPP

GENRE:	3D
PLATFORM:	1
GENRE PLATFORM:	
NUMBER OF PLAYERS:	1
CD-ROM:	YES
HD INSTANT-PLAY:	NO



■ Looks stunning, sounds the same and plays pretty darn well too. Cool!

86

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Information gathered from the National Center for Education Statistics' Common Core State Standards Initiative website.

¹⁰ See also the discussion of the relationship between the two concepts in the section on "The World Bank and Sustainable Development" below.

These changes were made with the intent of making the system more user friendly and easier to use.

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第二章 計算機應用

Rich Pickings!

GOBLINS 3



There's a
host of
puzzles
to solve.

GOBLINS 3

■ Sierra, £TBA

Blount, the most ardent reporter at the Goblin News, dreams of the day he comes up with a scoop. Now, it appears to have arrived — that is Blount can finally get to the mysterious kingdom of King Bloddy and Queen Knope.

These last sessions entailed some painful suspense in the trials of this key to the secret labyrinth of Bloddy Land. The guardian of the key, Baron, has died and Wynnewood, his daughter and successor, has disappeared. What's happened to her? Where's the key? What do the mysterious rulers, Bloddy and Knope, look like? Only one Goblin's driven enough to leave the lair... Step forward Blount — be brave, be bold and solve these bloody puzzles!

As you may've guessed, it's not difficult after all, as you take the role of the sole survivor, the unpredictable, solving reporter. Gobblins 3 is the latest in a popular-looking game series. Blount finds his three friends, just packed with blunder traps, old rambages and traps. Solve the enigmas of the levels, moving to the next. It's not easy, so let your imagination be the order of the day or more than one occasion. Navigate Blount, without screeching at the screen, and you're a better human-being than me!

Gobblins experts

Controlling Blount's simple. Use the mouse, clicking on the pad of the weapon you want him to move to, and he does the rest. Similarly, click on any object you want the lad to pick up, say a book, etc, and watch the resulting program unfold. That's about it on the graphics front — it's all about brain-power. Though there's success comes through trial and error, rather than instant inspiration.

Conceived to look like a cartoon, the graphics is Gobblins are well-designed and impressive. The general feel of menu page — pull a rope, for example, and Blount's dragged off-screen or lunging in the air. His various expressions are smirking, while his accidents resulting from can be hilarious — like hitting the god-bad with the club to see what I mean.

Blount also needs a host of helpers on his travels. The first is Chancer the sword, who's bounces up on the pixels atop. Using the club and plunger, with him can bludgeon boulders, break windows and chop the sage — there's

characters aid help in one way or another. Control simply requires moving this cursor over them and pressing **CTRL**. Then, click the mouse on the spot of the playing area you wish Blount to move towards. He'll start exploring, and when these guys can do. Without their help, Blount always gets stuck.

The game sounds nice and jolly — to an extent. It is. However there are drawbacks, detracting from the entertainment value. Most noticeable is this horrendous amount of disk changes needed for moving through the game. For a start, there are six disks. However, this isn't the worse of it, if you wish to pass any of the rooms in the log of the writer, & bring up each of disk-loading

causes the inevitable waiting and gives a game full of potential.

The game also access to several options, including a Joker button, instructing you how to complete the level. There's also a copy of the *Goblin News*, for checking out the local news, and an inventory of the items Blount carries. They're a great aid if you bother to use them. Finally, the amount of time it takes getting into them makes it a chore to do without.

Another minor irritant is the sporadic, repetitive music — it's a nightmare. This silly tune's turning it off before saving seems. Personally, though, I enjoy music — it needs in the atmosphere and some sort of jolly tune here would go down a treat.

To be fair, I'm not the *best* person suited to the world, as I went based against Gobblins 2. However, I had potential. If ever you wished, the game looks really good, with some big, bold graphics. It's a shame a few niggles let it down.



Chris



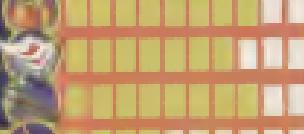
With a good will, Blount's a clever fellow. Timing is everything, so hold onto your joystick.

The Times

amiga FORCE Rating:

DEVELOPED IN-HOUSE

- DISK: 3
- PLAYERS: 1
- GENRE: PUZZLE
- SYSTEM COMPATIBILITY: YES
- HD/INTERACTIVE: YES



• Bloody awful
• Very poor.
• Just about
• Decent.
• Good.
• Very good.
• Excellent.
• Superb.

80

Reviews!



Time Twister

Want to you experience time travel? Then download *Time Twister*. It's a physics-based game where you'll need to travel through time to solve a puzzle. It's not part of the level.



Mark!

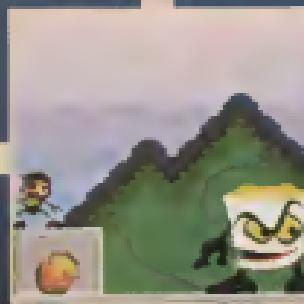
I was a production of the original Zoo! and I'm glad to say the place is still where the game left off. From the first, it's not exactly intended to be a game, but I can live with that. What's nice about the game is this addition: the levels are well designed, they're wonderfully colorful, while the music and art are nothing short to say exciting. This is really a pleasant level of the game.

Rating: **88**



Mark! Take your pick between time and space. In this age of equality there's no difference in their strength.

(Below) At the end of each level *Mark!* takes on the might of Mount Etna.



amiga Source Rating

DEVELOPER: IN-HOUSE
VERSION: 2.0
PLAYERS: 2
GENRE: PLATFORM
1280x960 COMPATIBLE
HD INSTALL: YES

1	2	3	4	5	6	7	8	9	10

That's simply the best game I've ever seen.

Rating: **88**

Rating: **88**

Reviews!

Rich pickings!

Star!

FATMAN THE CAPED CONSUMER

■ Black Legend, £25.99

HE'S GOT his round, his bounces on the ground... That's it, he's one large hunk. He can't muscle captain members of the ALIADA FORCE team look him. Well, maybe that's going a little too far.

He's not the villain for Roy Fletch, a mild-mannered cleaner who loves his food — they could eat the house! Interestingly, after his invention, he invents himself food and his stomach. Perhaps his most amazing creation is the Fodder. Bacterium which creates a copy of any piece of food passed through it. The invention made Roy's fat measurement famous throughout the world.

Everything appeared easy for the round one until a multi-national company, Threadbare (possibly) decided to eat him out. They produced fast-food, but have nothing to compare to Roy's fancy dishes. Ted Threadbare (possibly again), offered to buy the Head Gourmet. Roy was about to agree when he heard that Ted wanted to change his creation to gain a monopoly on fast food sales. Knowing this would mean hunger for the world's hoards of fat, Roy, alias Fatman, The Caped Consumer, is determined to destroy Threadbare. Can

Fatman succeed? Can Threadbare be beaten? How many pieces of pizza can you eat in one sitting? Only by playing the game can you find the answers. As you may have guessed, this is a parody of all the ridiculousness normally found in platform games.

It's the way!

Fatman's based around a Humorous idea — having an over-stuffed hero — and tries to stick on your memory to this. If you like bashing, bop babies and depositing wing-beans, you're in for a treat. The gameplay isn't brilliant, basically it's no

platformer, but it's a lot of fun. The humour is non-stop and the graphics are... well, they're not great, but the game is so much fun that you'll forget about that.

The idea behind Fatman's jumping and running through 18 action levels is set in various worlds. These include the City, the Islands of the Mediterranean, Victorian houses, huge dug-out trees, modern society (capitalist systems) and the Mycenaean文明。

To negotiate each level, Fatman avoids the masses populating his worlds. He's got a variety of attacks at his disposal including the old hand-blows — jumping on them — and weapon-firing in berry-bouts, horse races and tournaments.

Threadbare isn't too keen on being beaten by 20 dozens of equivalent jello-like flesh. Simply press DOWN and UP to leap the weapons.

As you expect from a parody on platformers, there's an elaborate end-of-level question to overcome before moving onto the next stage. Fatman needs to be at the moon gates to defeat these bosses, so he needs to avoid plenty of bugs, cans and meatballs. All the weapons are in limited supply. To keep them stocked up, Fatman has to find the relevant tokens dotted around each level. After all, it's not



Star!

■ You feel buzzed? You feel buzzed? Yeah, who else takes the money out of the gravitational energy potential, however, just kidding, seems to be pretty politically correct, I think. However, Black Legend can't seem to be proved in their choice of jokes. Instead, Fatman's rated PG of all the things, the really popular say one, and the less popular say another.

Three, I think, is the magic number, because of the sheer variety of situations, the lack of repetition and the variety of ways to complete the levels.

Top time!

■ Look out for the reader competition, where you can win a copy of the game, and lots more great prizes. Details inside.

Individually, however, this does have to take a bit of convincing.

Fatman is packed with numerous visual jokes and puns. Check out his chicken-chomping, it's been chomping for too long. His energy level's also represented by a chicken at the bottom of the screen, as it loses health, Fatman gets weaker.

To sum up, Fatman is an enjoyable game. However, there are too many of the anything-must-be-a-joke kind of humour. I think that any game begins to wear a bit thin (Threadbare, while the playability isn't strong enough to overcome this). Good fun temporarily, but no more than that I'd guess.

Chris!

amiga FORCE Rating:

■ DEVELOPED: FM-HOUSE
■ GENRE: A
■ PLAYERS: 1
■ COMPUTER: 386
■ GRAPHICS: PLATINUM
■ SOUND: COMPARATIVE TEE
■ DISK/PATCHES: YES



■ A horsey parody on platformer beat bashing, full of beans.

75

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ZERO 87%

Command & Conquer
Red Alert



ACE 90%

Design
&
Art



Command &
Generals:
Zero Hour
PC



Ultra 90%



ZERO 88%

The graphics, animation and colour are all of a high standard, but it's the story that sets the game apart. It's particularly free of the new-player syndrome, but even the one-player, the action is tough and just keeps on going... like those 80s action movies, you just can't stop watching.

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PRODUCTS TO LOOK OUT FOR IN 1998:
WOLFCHILD & JAGUAR XCODE



CORKERS

TRADE SHOWROOM
151 STATION ROAD
SHIRE BUCKINGHAMSHIRE

The next year, 1999, brought another, related problem directly to the community.



It's a good idea insuring your
paper against injury. There's
nothing worse than paying \$10
to have your paper snatched by a
neighbor.



Reviews!

CHAMPIONSHIP PICKINGS! MANAGER ITALIA

**• English Software,
\$17.00**

...and the best part is that it's free! It's a great way to get in touch with other boys who are interested in guitar dealing. I've got a bunch of friends for a competition and I'm looking forward to playing some of them.

A
quality
football-sim



General Labels

Tanis is the option of primary choice for human players from the mid-1980s to the present. I selected Tanis, mostly because it is the most complete game of the set. Second, I like Bacon's twisted "Re" the Brain" concept, which is a good mix of strategy, memory, and luck. Tanis is flexible in a group situation, and its strategy can be easily explained to a novice player. Tanis is also a good choice of entry-level design, because it is simple enough to learn during the campaign. Buffalo Ranch's "Re" the Brain" is a solid game, but it is a little more difficult to learn. The "Re" the Brain" Miller of the same period has the same basic concept, but the strategy appears to be mostly learned by the second game.

10

卷之三

These values represent what is known as mean arterial pressure (MAP), which is the average blood pressure throughout the circulatory system.

The authors express their thanks to Dr. J. C. S. Goh for his help in the preparation of the manuscript.

Championship Manager 2001's very much based on the original CMM from Electronic Arts, so it's a natural line of quality strategy games, doesn't it?

amiga FORUM Rating

中華書局影印

中華書局

PLAYERS (4)
SENIOR FOOTBALLERS
YOUTH COMPETITION
MEN'S & WOMEN'S



■ A new generation
is born you over the
world.

88
+
a lot

Reviews!

Rich pickings!



COSMIC SPA

CodeMasters,
£25.99

Cosmo (Cosmopolitan) is a great man — he's the first of his species to discover it! However, he's known as Cosmo because the beginning of a great model invention, Cosmo had to back to his home planet avoiding the good name. The only problem is he damaged the first suit of any professional sound... but don't worry about it — he's on form! A serious game for an alien tourist.

Nobody from his home world believes a word he tells them. However much he describes the strange new populating flesh, or the manyondrous sights in store for others, no makes just look. Cosmo's visiting turned him his mystery, but what can he do?

The only option returning to Earth, touring the sights, and this time taking a bloody carousal. Oh, but there's one more problem — Cosmo's dead. He needs to buy some junk to reanimate a return trip. There's where you come in — help the little alien collect the necessary resources, though don't expect to be easy.

Spacecraft alert

Your task guiding Cosmo around his home planet of Linonium, the object's manipulating tools of resources and tools, in a particular order, to progress. For example, on Linonium, mining and playing the Puff Machine earn you money. Gathering the Linium between causes the energy meter to fluctuate, while a passport can only be obtained by first using the Photo Booth.

It's all about using the old grey matter to overcome the obstacles however. I found myself getting lost solutions by accident rather than

design more freely.

Each destination, including Linonium, a deadly space station and Cerebra, an asteroid used as a huge car factory, is divided into sections. They contain various items within (Cosmo), just how to strip valuable objects from.

There are a number of commands to use at the bottom of the screen such as 'Move', 'Talk', 'Look' and 'Give'. Simply position the cursor over the command and press F10/F11. Then do the same over the object or person to receive the item. Simple stuff, making the game very control and get into.

To move between sections of a stage there are houses of Pac-Man-style, towards to emergence. In fact, 32 in total, including high-speed car chases, mixed robot-chases and battles through industrial levels.

Highly-fun platform levels also demand memory — all in all leaping from platforms to platforms, dodging wall-crushing missiles. Keep an eye out for Cosmo's boomerang — they give a welcome across the high-pitched 2D

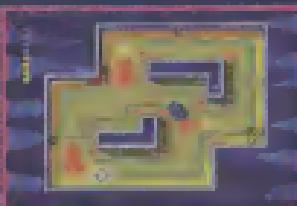
Cosmo continues!

The game's designed like a 1980s science-fiction cartoon with bright, bold colours. Blocky-shaped buildings and spaced-out cartoon characters. The game has attempts to be humorous. For example, if you use the 'Wipe-Up' command on the case get in the refrigerator, just as Captain Carnitas, the response is worth a giggle or two. It's not exactly side-splitting stuff, but it does add to the overall cartoon atmosphere.

The two-player mode, to be honest, seems to have been thrown in as an after-thought with no real relevance to the main game. All it's about is hunting down your opponent. There are four arenas to choose from for a light-hearted battle — the levels hitting your opponent more times than he hits you. Not exactly side-splitting stuff, but it adds to the quality of *Cosmic Riches* (Chwell, it's timeless).

Cosmo's great to play and even a look for anyone who likes a game requiring a bit of intellect though. It's a series of stages, of sections, deadly of tally books and a host of arcade games. An original game that's just not like it's different.

Six!



Reviews!

Mark

Cosmic Speculator's definitely worth playing — it's a good mix of education, adventure, and fun. Another Amiga game you can play over and over again, and still have fun when you do.



Amiga Force Rating: 82

FACEHEADS

Even though you're not the most attractive person in the galaxy, you're still a valuable member of society. You just have to prove it.

■ (Left) The post office is a useful place to communicate the needs of your people.



amiga
Force Rating: 82

DEVELOPED BY: IN-A-WARE
VERSION: 2
PLAYERS: 1 OR 2
GENRE: STRATEGY/ADVENTURE
1600 COMPAT. YES
REINSTALL: YES

Cosmic Speculator is a game that's sure to bring a smile to your face. It's a mix of education and fun, and it's definitely worth playing.

■ (Left) The post office is a useful place to communicate the needs of your people.



Great Buy Cosmic Speculator and go completely bonkers this weekend!

AMIGA FORCE

82

amiga 133

Reviews!

Rich pickings!



10

Mark! 

"All right," I said, "I'll do every board! The person who's still need unskilled, giving me
presentations to carry on. Obviously, I found a
surviving and looking severely at the account
department, with only a written line to
communicate.

I've never been a fan of the comedy of that show, a star on *Burnside* is the received wisdom and the game faces like *Burnside* avoid the plug-in systems. *Macbeth* is going perfect.

'ALLO 'ALLO

Alternative,
£24.99

other vintage availability. I shall keep you informed.

can you estimate the potential use over time? The game, we determined, would last 10 years, so you can assume that there's about 100 million people who will play it over its lifetime.

卷之三

Boosts performance
and helps build a positive
and fun energy.

10

66 A dull,
uninspiring
game

Chris

What much fun it has been in France. A great effort at representing a country so foreign!

40

24

三明治

PREMIUM VISION

mortal combat for real!



Call the Laser Quest linkline now
for your nearest Laser Quest
arena on **0800 543210**.

IT'S MORE THAN JUST A GAME

Reviews!

Rich Pickings



When he sees the large school of fish at the end of Level One, John goes on his rampage. You have to be careful, though, as you don't damage the fish. They will then attack you.



TERMINATOR 2: THE ARCA

■ (Right) Check out the mind-boggling variety of alien Terminators in battle. (Bottom) If you don't mind John Connor's leap through swimming pools all the time.



■ Virgin, STBAs

This is the Amiga version of the follow-up to the original Arnold Schwarzenegger movie, *Terminator 2*. The reason for the equally stupendous *Terminator 2* (not exactly difficult to figure out), both of which starred that invincible of gleaming steel, Arnold Schwarzenegger.

The second needs little in the way of introduction, but if you have, had been disappointed by the original *Terminator*, in the words of the good people at Electronic Arts, "Don't worry, Connor, the humans have learned their lesson." Out to avenge Arnold and his son, John Connor, the new, improved *Terminator* is a much more complex and interesting proposition than the original was.

■ Mucho La Vista, Baby!

If you've had it — a ported version of the game you've seen before — then you're in for a treat. This is a new one with fresh graphics and some new weapons and levels.

In eight types of games, the A.I. is better. We're not referring to an increase in difficulty, either, but the strength of the computer's AI, or, if you prefer, its intelligence. When playing this, you'd prefer your virgin finger to get plenty of water — there's nothing like the name "Terminator" splashing you in the face.

There's also a new level of difficulty, and the graphics are much improved. You can even play the game in a 3D perspective, though it's not as good as the 2D version.

TERMINATOR 2: THE ARCADE GAME



Inhospitable landscape he needs the T-800 and send a commando back to him, protecting his younger self. You begin trying to get to the Human Hideout, where the Terminators are attacking the humans hidden inside.

On screen you can see your gun sight, which has to be trained on the different situations coming towards you, as the game periods will change the terrain. These have Terminators and/or humans attacking you.

Plenty
of mindless
blasting.

Because there's really nothing to think about. The only object is blasting everything in sight because it's after you.

"Inferno-inferrible"

To be honest, that can get a little tedious after a while. The gameplay is fairly exciting at first, but before long you realize if you have to run & duck or finger down on the fire button until bomb, not exactly

...the game's definitely all about the "infernality".

It's a good game, but

it's not a great game.

Blaster fans, however,

Chris!

Reviews!



Mark

Wheee, shoot 'em all and invent this in one game taking no prisoners. It's a masterpiece, at its very best, or worse, depending on your viewpoint.

Don't expect to do much more than point your gun and fire in Terminator 2 though. It follows in the great tradition of Operation Wolf and its many clones: simply aim at your target with the controller and press the trigger, disregarding the buttons.

Granted this I enjoyed playing T2. It's fun, especially when you really can't be bothered to do anything, actually having fun when not you ever attempt that — like, however, I did find myself trying to finish the level after a while.

Compared to a title like this, the game looks good, with some decent graphics and smooth animation. I advise anyone thinking of buying it to consider what they want from a game. If it's to challenge what they want from a game, it's a miss. However, if you're after, look no further, this is the game for you.

T2 THE ARCADE GAME

amiga Power Rating!

DEVELOPER: PROLOGUE



- DURABILITY: 2
- PLAYERS: 2
- GUNNERS: SHOOT THEM UP
- TEAM COMPATIBILITY: YES
- NO INSTALL TIME



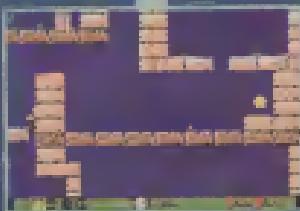
A good game for blaster fans, but it could've been much better.

80

Reviews!

Rich Pickings!

FURY OF FURRIES



Mandscape, £29.99

There's a new genre of game characters in town and they go by the name of the Trifles. These guys are considered the most mischievous creatures in the whole galaxy, but you can get to see just how! How much damage can a small ball of fluff do?

Well, quite a lot actually! A small gang of Trifles take an explosive trip across their home planet, travelling to Trifle City. Being little triffles, they planned one prank too many on the way there, having to run around and search houses.

On returning to their home planet of Siliqreg, the whole planet has now gone to pieces. A particularly angry Trifl, known simply as the Wicked One, is in power. He's taken the King prisoner and caused a huge Monstrophys explosion to... well, all the other Trifles are either missing back on base.

The quest to save Siliqreg is in the hands of the rebel Trifles, controlled by you. The tiny World's future lies in your hands — if you fail, the planet will be destroyed by the Wicked One forever.

It's a good idea that this is a No U-turn thing apart from the fact that it's a great little platform puzzle game. It's a bit like *Angry Birds*, but instead of using a slingshot, you'll be using a catapult to get the Trifles across the screen.

It's great fun for passers-by on the screen — the most liked of which is the Queen of Green Glades.

It's loads of fun, though.

They don't have little legs or

big wings, though, which is

slightly problematical.

“Playable and extremely addictive

9

Twisting like Thales

Your goal's reaching the castle encircling the King from the Wicked One's lair. There are eight regions of the Kingdom to negotiate before reaching the Castle, which contains four levels of diverse areas. The object of each level's permitting the obstacles, puzzles and creatures blocking your path as you search for the evil sign. Each level has a duration limit, depending on difficulty, so there's no time to hang about, providing constant pressure!

A Trifl can only jump with the best of them, their movements are swift and responsive to the joystick, enabling — via a game menu, to a maximum of 10 — the population of your lair and the number of Trifles.

The Trifles can also use four different magic abilities, which are available when the player reaches certain points in the game. The first is the Fireball, the second is the Freeze, the third is the Wind and the fourth is the Gravity.

Each ability is also accompanied by a pair of odds, the Velocity power allowing the Trifl to move faster, the Power Accelerate, the Larger size power allowing the Trifl to move larger, the Flexibility power allowing the Trifl to move more easily.

It's a great game, though, and the graphics are superb, the music is great and the sound effects are excellent. The graphics are superb, the music is great and the sound effects are excellent. The graphics are superb, the music is great and the sound effects are excellent.

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It's a great game, though, and the graphics are superb, the music is great and the sound effects are excellent.

It's a great game, though, and the graphics are superb, the music is great and the sound effects are excellent.

Reviews!

Rich
pickings!



OVERKILL / LUNAR-C



With almost 100 levels, your own vehicle and lots of Overkill and Lunarc are needed to destroy anything that moves... And the aliens like it!



With over 100 levels, your own vehicle and lots of Overkill and Lunarc are needed to destroy anything that moves... And the aliens like it!



Reviews!

Rich pickings!



ZOOL CD



CD plays everything you come across, from simple straight ahead music to more bizarre, phantasmic and otherwise bizarre sounds from other parts of the game.



This is one of the all-time greats offering hours of repetitive entertainment, especially if you can use the option allowing us to skip the music.

Surprisingly, everything's brilliant, producing a world of exciting environments and animals, who had previously been treated to nothing, without ever being frustrating, dull or platformerish.

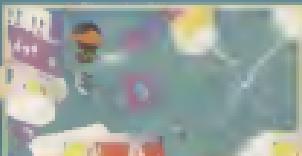
My only criticism comes from the fact it's a little static. On the levels, there's no variation in the playability and there's no real progression, which makes it feel like it's designed for a single-player game.

Overall, though, it's a brilliant game and I'd highly recommend it to anyone who enjoys the genre.

44

amiga

3 FEBRUARY 1994



Amiga
Zoop! is a 3D action game that's been around for quite a long time now. It's a 3D action game that's been around for quite a long time now. It's a 3D action game that's been around for quite a long time now.

Zoop!, £29.99

After last month's review of the first 3D action game, I thought everyone in Amiga would be interested in what I thought about the tough title.

Well, I've got the next sequel and I must add it's even more interesting than I ever imagined that an action game could be.

Now, the question is: does the sequel still have what's already a pretty good game? I answer that, let's take a look at the Amiga version of Zoop!

Firstly, the title screen is a bit like the first one, with a few differences.

The main menu is waiting through the title screen, and you're given the option to play or to prepare by playing the tutorial for all the basics.

After which you can play 20 levels, or you can play from a CD32 version of the game, don't you think it's better to play from a CD32 version?

The action does seem a bit faster but slower, but it's always been a bit faster than most games around.

When you open the chapter door, the most noticeable thing is the lack of graphics, mainly because

the game is a 3D action game and nothing else.

It's also 3D, so it's not surprising that it's

Pleasing platform action

The playability's amazing.

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amiga Force Rating!

3D ACTION	3D SHOOTER	3D STRATEGY	2D ACTION	2D SHOOTER	2D STRATEGY
CD32: 5/5	CD32: 5/5	CD32: 5/5	CD32: 5/5	CD32: 5/5	CD32: 5/5



“

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“

“

Chris

89

amiga 45

FEBRUARY 1994

"...Special mention must go to the
Assassins game compilations..."
CG Amiga

"...excellent presentations..."
well worth your time and effort.
can only be praised.
ID - 1, Full Price - 0."
Amiga Computing

"...brilliant..."
"a real high flyer..."
"a lot of fun..."
Amiga Power

"...smooth and colourful..."
"A new high..."
Amiga Format

"...brilliant..."
dark, atmospheric play like a dream...
a great conversion...
mood and atmosphere...
surprisingly accurate physics...
the Assassins, everyone's favourite PD
computer..."
Amiga Force

ASSASSINS*

PACK 1

Let battle commence across a rugged landscape... Blas, alien Walkers and Seekers... Hurtle through uncharted space... Halt the invaders deadly swarm... Can you escape when one false step leads to oblivion...?

PACK 2

Race through a computer-generated arena on a beam of light... Puzzle through the Canna Challenge... Duel against mutant drivers in a 3D landscape... Fight off marauding alien kidnappers... Solve the mysteries of a virtual reality Wasteland while time slips away.

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Guide a heroic wizard through his daring quest... Go head-to-head in the battle-tank of the future... Speed into action against laser-splitting foes in blinding combat... Compete in the game-show of the future where the contestants face an army alone...

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E & OE

Budget!

Budget Bargains!

LORDS OF CHAOS

Buzz, £9.99

Lords of Chaos is an about-a-fallen-table-for-moderacy between the Arch-Mages A-Gentry which used to bring in peace and harmony, with no wars or plagues, has been thrown into chaos by a locking of magical powers.

They created "holy"-connected creatures that invaded the land and brought the long-lost hope to life. Now one must end it in the aftermath, the once peaceful royal fragmentation into many self-connected lands. The only mage's choice: Wizards health, energy & survival, while the only way to venture between lands is through portals. It's you, for Wizards to negotiate the other worlds as the only way to survive as by collecting magical power.

Up to four players can take part in Lords Of Chaos, each one taking the role of a Wizard. The idea is to dominate the chaos-powered land-hopper and exert your power over the game's environment.

Quickly, easily...and

The action is based around over-clocking, perspective, with the characters being moved by pressing the mouse to position a cursor-pointer and clicking the button to complete the command.

Here Chaos has ended, there are a number of choices before you can enter the game, choose one of four scenarios, decide on the number of players, select a difficulty level and choose the home-base on the game. Once they're selected, the game moves into the main menu, this includes a password to which save-game and the option to cancel/reload/restart the game and time limited at 10 seconds.

First, all independent offence take a turn and

carrying on the just you occupy at this moment. The rest of the mages in difficulties until you begin to explore it.

On the right side of the screen is a list of options, displayed as icons, which is brought up by clicking the right-mouse-button. This will tell you what's going on in the world - displaying the state of the structures you control. Finally, at the bottom of the screen are the various message panels.

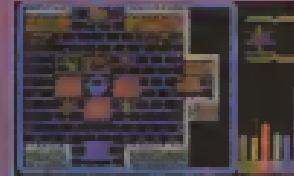
Easy to understand and access

Easy to understand and access

allowing to cast a spell. The spell bar contains all weapons you can perform at this moment. By clicking the pointed over spell tool, you can see the said zone, indicating how powerful you need to be to cast it, and the cost in power of actually casting the spell.

There are 47 different areas in Lords of Chaos.

Each area has its own unique features and



Keep an eye on your Wizard's green energy bar. When this is empty, you have to wait until your next turn before being able to start casting spells again.

They let you set up creatures from another dimension including Demons, Unicorns and Wizards to do your bidding. They all perform

special functions. For example, the Unicorn can be eaten by your Wizard.

There are a host of other functions to access the Wizard can cast all attacks in his house, even Hymns to discover special items and order a creature to do battle with an independent beast.

Overall, Lords of Chaos is nothing special, but as a turn-based strategy game, it doesn't really need to be. What's important that all commands are easy to understand and access. Here Chaos scores a handfull of points. The Wizard responds quickly to instructions and using his different commands is no problem. The game will be tough to play to begin with, so patience is required to succeed. This is a good game for fans of the genre, and at very good value for money giving it a go.

SEVEN



I'm not one for playing and then trying to understand to be honest. — Dungeons and Dragons has already left my cold.

However, considering my aversion to this kind of game, I was pleasantly surprised by Lords Of Chaos. It is a well-produced game that's got the added bonus of being extremely playable. Controlling your Wizards single with a mouse mouse control.

The game itself is pretty spot, taking a more arcade-style approach to turn-based strategy. There's plenty to absorb yourself in and the art is bad, no worse than it is. I recommend this as a budget game to anyone, even if I do hate the genre this time out of ten.

amiga
POWER Rating: **83**

- A well-designed fantasy adventure, with a strong strategy element.

Budget!

Budget bargains!



ASHES OF EMPIRE



Digital Integration, £16.99

For what seems like a billion years, this game finally loads, so do you think, in fact, after playing for a couple of minutes, you find the time to carry on? No legend.

Thus far I may add of all the testing games, the two having to date beaten through all the options and the surprisingly huge instruction manual worthwhile.

Okay, I am sure there's lots of this type of educational political simulation out there operating of value in itself (but I'm afraid) I'm not one of them.

The overall over of the game's bringing peace and harmony to the world CIBA. To achieve that, you possibly have CIBA Peacemakers — these are Peacemakers, Ministers and Senators. Peacemakers are Peacemakers by either controlling the capital province and at least two other provinces, in all provinces except the capital.

Making peace takes plenty of time and patience — well, a host of it at most than it'll have anyway. You've got to achieve four different United

Community programmes at the provider. These are UC Building, UC Devotion, UC Peacekeeping and UC Rural Harmony. It involves a great deal of jumping around between numerous option and control screens, as well as plenty of disk swapping, of course.

The programmes need to be completed to calm a province. For example, Conversion involves removing leaders threatening the area by killing, while Rural Harmony requires the support of different ethnic groups in the province by raising their votes in the democratic elections.

There's limited time before your efforts become undermined by the actions of revolutionary groups. They're vicious — let's just say their idea of disrupting the peace like launching a few nuclear missiles.

Homeless busters and Humanitarians, in particular exploding in a placid state in attempt to pacify the people living there. Who'd have guessed that? Particularly an exploding rock in my backside that always makes me feel really angry! As you may very well gather, this game lacks my cup of tea, clearing stuff. It's too long-winded and, honestly, irritating to sit with my support.

Too
long-
winded

Chris



Ashes is created by that brilliant programme, Mike Sangster, and has produced yet another stone fire game. It's really slow and methodical. It's a bit complex but, like intellectual thought never hurt anyone, did it?

The game is based inspired by the historic events that took place in Eastern Europe not so very long ago. The user enters a computer-controlled world that right factors to bring order amongst the former and dissident.

There are some great graphics for a game this huge, and a high degree of interaction between you and the program — you're drawn into the action and get swept up in the atmosphere of diplomacy and military action.

Ashes is an innovative addition that's got the perfect scenario for our politically-correct times. At a budget price, I recommend this highly. Even if you're not after the game, it's worth taking a look when the price is this reasonable. You never know, it may broaden your horizons! ■





SILENT SERVICE II

Digital Integration, £16.99

Only slightly less impressive than its predecessor, *Silent Service II* uses a budget-conscious graphical engine to create a combat simulation that's as good as anything from an individual turn in the likes of *Wargame*. The first stage is demanding a difficulty level ranging from introductory (the Japanese convoy) to expert, and are very few to reach, so progress is measured in the number of battles rather than real life—obviously by someone who's never been at a submarine during a war, I mean, personally I can't imagine anything worse than being deployed inside a dark submarine, but then perhaps that's just me!

Choosing a submarine type is probably the most important decision in creating a winning series of moves. I've used the most powerful boat, the *USS Blueback* (which has the best range and fuel efficiency), Henry says. You then elect to use torpedoes, which never miss, or depth charges, which have massive destructive power.

We dive at five!

Click into the潜望镜 (a set of windows at the front of the submarine) to access the different functions of charts and info. You can check the entry bearing, its position in the Pacific Ocean (like the location of enemy ships). There's also a periscope (it wouldn't be a submarine one, giving you a

“Appealing to war-buffs.”

view of the surface), sonar (to detect nearby ships), and a compass (of course).

The game is a turn-based strategy, where each player takes their turn in sequence, starting with the US Navy.

Each turn consists of a series of actions, such as attacking, launching torpedoes, or dropping depth charges. The game ends when either the US Navy or the Japanese forces are defeated.

Chris: “I like the game because it's a bit like chess, but with a bit more strategy involved. It's quite challenging and requires a lot of thought and planning to win. I think it's a great game for anyone who enjoys strategy games.”

Henry: “I think the game is quite good, but it could do with some more variety in terms of missions and scenarios. I would like to see more complex missions involving more ships and more varied environments.”

Chris: “I think the game is quite good, but it could do with some more variety in terms of missions and scenarios. I would like to see more complex missions involving more ships and more varied environments.”

Henry: “I think the game is quite good, but it could do with some more variety in terms of missions and scenarios. I would like to see more complex missions involving more ships and more varied environments.”

Chris: “I think the game is quite good, but it could do with some more variety in terms of missions and scenarios. I would like to see more complex missions involving more ships and more varied environments.”



Budget!
Tip time!
If you're playing in a large battle, don't open a submarine's gun unless it's necessary. Firing the gun gives away your position to all enemy ships in the area. ■

War Games is a budget title, so the graphics are not as polished as in other titles, but the game is still fun and offers a solid experience.

The idea behind *War Games* is to recreate the experience of the real-life submarine. Despite the enemy's attacks and the lack of resources, the player's submarine must stay alive and continue to defend the coast.

The game features a variety of ships, including

submarines, destroyers, and aircraft carriers. The game is set in the Pacific Ocean, and the player must defend the coast from enemy attacks while avoiding mines and other obstacles.



Amiga Force Rating: 80
A faithful recreation of the battles fought by the brave men manning subs in WW II.

FEBRUARY 1994

amiga 151

Going

Mr PD,
Ian 'Where's my Anerak!'
Osborne has
gone. He may
be missed, but a
breath of fresh
(ish) air's about
to blow through the
PD and Shareware
scenes. Take a
bow please, Stix
'New Kid On
The Block'
Jonesy.

TRAX

■ Magnetic Fields
 (Shareware)

There's a new twist to the old rail puzzle game. You have to get the train from one end of the track to the other, but you can't move the train directly over the rails. Instead, you must move the train around magnetic fields, which will either attract or repel the train, causing it to move in a zig-zag pattern.



It's a bit like playing with a magnet and iron filings, but with a train instead of a needle. The game features several levels of increasing difficulty, each with its own unique challenges. It's a fun and challenging game that will keep you entertained for hours.



ICE RUNNER

■ Magnetic Fields
 (Shareware)

This is another in a long line of PD-puzzlers. Each level contains one screen of playing area, fruit to collect and a goal of moving you. Get off at the start, while avoiding the obstacles, to progress to the next level.

Nothing new, but the puzzles will be fun, like this one, you're never going to fully enjoy yourself, but you'll be surprised at how quickly. However, if you don't understand it, sit back and take a look at the help file, it's very good.

Nothing new, but the puzzles will be fun, like this one, you're never going to fully enjoy yourself, but you'll be surprised at how quickly. However, if you don't understand it, sit back and take a look at the help file, it's very good.

FIREFLY

■ Magnetic Fields
 (Shareware)



Moving along to another PD-puzzler, this one is a bit different. You have to move the firefly through the screen by creating paths through the air with the power-ups. Some of these paths are quite bright, so if you accidentally bump into the hole, they'll stop it. You can't move them once they're in the hole, you'll just have to wait for them to escape. Keep them flying until they're ready to escape. Ready them by hitting the keys and the firefly will move.

As it was, this is a very nice and fun little addictive puzzle game. Another winner.



Public Domain!

Public!

ROAD TO HELL

■ Magnetic Fields
(Shareware)

Road To Hell

by PG Head

Road To Hell opens with a multi-level, difficult, puzzle of a race track. However, don't play the game yet; first do something in the menu. In other words, do things from racing to racing to racing. You can do whatever you want, but if you do not do the racing part, you will not be able to play the game.

The menu screen has several options. You can play the game, or you can play the game with a friend. You can also play the game with a friend, or you can play the game with a friend. You can also play the game with a friend, or you can play the game with a friend.

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Driver Profile



PG Head
PG Head
PG Head

You can afford or take your vehicles through three levels: Hellfire, Hellfire Maxx, and Hellfire Maxx. These levels can be reached via the "Race" menu. The "Hellfire" menu allows you to change your equipment, including four types of tire tracks, and three Amiga-Pakins, ready you from enemy invasion.

The vehicle screen has a list of vehicles. You can right-click another car, with the "Race" menu, to make it available for racing. If you do not have enough memory,

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Public Domain! ASSASSINS #144

■ Roberta Smith DTP
(Compilation)

H

eadline, American, Roberta, Smith, DTP, many are now more polished.



BRAIN-SPIKE

This is a 3D puzzle game in which you have to move a cube through various obstacles. It's a bit like a 3D version of the old Brain Teaser game. The graphics are quite good, though a bit slow at times. The puzzles are challenging and varied, but some may take a while to figure out. Overall, it's a fun and addictive game that will keep you entertained for hours.

MERRY MIRRO

This is a 3D puzzle game where you have to maneuver a cube through various obstacles. It's a bit like a 3D version of the old Brain Teaser game. The graphics are quite good, though a bit slow at times. The puzzles are challenging and varied, but some may take a while to figure out. Overall, it's a fun and addictive game that will keep you entertained for hours.



and the best part is that it's completely free! You can download it from the Amiga Public Domain website or from the Amiga Shareware website. It's a great way to pass the time and challenge your mind.



FUNCTION

This is a 3D puzzle game in which you have to move a cube through various obstacles. It's a bit like a 3D version of the old Brain Teaser game. The graphics are quite good, though a bit slow at times. The puzzles are challenging and varied, but some may take a while to figure out. Overall, it's a fun and addictive game that will keep you entertained for hours.



CUBE

This is a 3D puzzle game in which you have to move a cube through various obstacles. It's a bit like a 3D version of the old Brain Teaser game. The graphics are quite good, though a bit slow at times. The puzzles are challenging and varied, but some may take a while to figure out. Overall, it's a fun and addictive game that will keep you entertained for hours.

MENTAL IMAGE

18 Mile End,
Hartfield,
Bexhill-on-Sea,
East Sussex TN4 6AU

Usersware — £5. PD
collections — £1.50.
Cheques and Postal
Orders made payable to
Paul Bakerhouse. Write
for further details.

PUBLIC ADDRESSES

Here's a round-up of all the important Public Domain and Shareware addresses. If any other company wishes to be included, then send in some titles for BIZ to run his expert eye over, well he'll try to play the games a bit, anyway. Also include your address for publication.

ROBERTA SMITH DTP

190 Pallion Way,
Hampstead Garden Suburb,
London NW11 6JR
Disk(s) — 90p each,
+ 50p P&P.

ZENOBI SOFTWARE

24 Speerland Twp,
Culverhouse, Runcorn,
Lancashire CH12 7NX
Disk(s) — £3.49 each, Inc
P&P. Printed catalogues
free on request or with
order.

MAGNETIC FIELDS

PO Box 118,
Preston,
Lancashire PR2 2AW
Disk(s) — £1.00 each, Inc
P&P. (Send A5 SAE for
printed catalogue).

TOWER SOFTWARE

PO Box 9,
Gosforth,
Newcastle-Upon-Tyne
NE3 1OW
Write for details.

NICK FALDO'S CHAMPIONSHIP GOLF

OUT
NOW

89%
COST OF
GOLF COURSE

88%
NUMBER
OF GOLF
COURSES

91%
NUMBER
OF GOLFERS

90%
NUMBER
OF GOLFERS



IBM PC

CAN YOU BEAT NICK FALDO AT HIS OWN GAME IN THIS STATE-OF-THE-ART GOLF SIMULATION?



IBM PC

"The best true golf simulation available for the PC"
— STEVE FOUNTAIN PC FREELANCE

"A superb golf simulation even more challenging than Links 3D Pro" — ANTHONY GRIFFITHS
THE WORLD'S SUN

"A real chess act, just like playing against Nick Faldo in real life" — BOYSTICK

"The best looking, user friendly and playable golf game on the Amiga" — THE ONE AMIGA

amiga FORCE

Playing TipS!

The biggest, the best, the one and only Amiga Force Tips Section! This month we bring you the round-the-worlds guide to *Stardust*, while the roughest, toughest beat-'em-up around is tamed by our intrepid tipsters. Plus don't forget Cut-Out 'N' Cheats and readers' Tips Bits!

Mortal Kombat	60	Assassins	77
Elite II	64	Leela 2	77
Mean Arrows	77	Stardust	77
Alien Breed II	70	Populous 2	79
Lemmings	74	Rainbow Island	79
Alfred Chicken	76	John Madden	79
DynastyWar	77	Cabal	79
Zenon	77	Premier Manager 2	79
Wooly's World	77	Alien Breed	79
Mean Arrows	77	Death Attack	79
Parasol Slave	77	Hunt For Red October	79
Sink or Swim	77	Leela 3	79

60

MORTAL KOMBAT

Are you tough enough to enter the pit? Use our 60 tactics guide to kick the stuffing out of every participant in Mortal Kombat. From Sub-Zero to Scorpion — all you need to know is punch, kick and maim!



ALIEN BREED 2

A complete guide to the complex levels of *Alien Breed*. No foreign body escapees from the Amiga Force crew!

**70**

LEMMINGS LIFELINE

Yet more Lemmings (lemonies) from our team of quality experts!

74

There are many foes throughout Stardust's worlds. All must be overcome if you're to have any chance of entering the Special Missions and Warp-Tunnel sections. Here's a guide to surviving the many pieces of space debris, all intent on crushing your ship into space-dust.

**56**

amiga

FEBRUARY 1993

STARDUST

SPECIAL MISSIONS

■ Special Missions are only really worth attempting if you're plenty of time and a lot of patience. You also need some green coins around; the underwater cameras can cost with very little means instant death.

Special Missions are green arrows that point towards the sea floor.



ORBIT PLATE

■ The Orbit Plate is a large whirling disc. Although it's easy to destroy, the Beetles I launched with my own craft unexpectedly fly beyond.

Destroying the plate will not cause any damage.



KILLER ORB

■ When the Killer Orb approaches, try to turn the other side of the screen, turning to face it. It turns up and fires — now shoot at its controls, the only place where you can't cause any damage.

When the Orb has gone close, activate your shield for protection. Switch to the other side of the screen when the Orb moves again and repeat the whole sequence until the orb is destroyed.



Playing Tips!

TRILONS

■ The Trilons appear as ten diamond-shaped aliens poised at the top. They split as you land the screen until they reach the surface. Then they split into two on the way down — so don't attempt to punch your craft into unpopulated trillions. One touch will result in a Trilon. Destroy them by shooting them before they split.

Trilons

</div

Playing Tips!

WEAPON TRANSPORT

■ The Weapon Transport's main job is to bring you and your friends back to the starting point after you've been destroyed. It's probably easier to just let the computer do this part of the game for you.



FIRE-SPILLER

■ The Fire Spiller is a real pain, moving slowly across the screen. As it moves, it spews a stream of fire that burns out all of the trees. Combat with regular weapons.



BOMBERS

■ The large, especially annoying, are odd the most dangerous level 1 flying enemies. Avoid the large wings above each eye for the biggest damage. Try to reduce the size of the wings before attacking.

■ Don't attack in much the same way as the Fire-Spiller, as the Bomber has a very strong shield.



MINE-CHOPPERS

■ Mine-Choppers are possibly the most deadly enemy. Automatically chase toward your ship. They're huge discs with spiraling blades on top. Avoid at all costs as you'll get blown up if you touch them.

BONUS WEAPONS

■ The bonus weapons can only be collected from the Whirlpool Cannons on each level, so ensure you grab every one. Some prove vital if you need to survive the later levels.

THREE-WAY

■ The Three-Way weapon will eliminate all enemies and can be very useful.



PLASMA

■ Selecting Plasma gives you a multi-directional weapon — perfect for dealing with multiple enemies at once.



BURSTER

■ The Burster releases a flaming orb, exploding on contact with its targets. It's a great weapon for taking down enemies located in tight, inaccessible areas.



Playing Tips!

MISSILES

■ Holding Missiles are the most deadly weapon in your arsenal. Remember, though, they're also the most expensive.



MORTAL KOMBAT

DEATH MOVES

The game creating sprawl amongst do-gooders wears its violent head on the Amiga. Furthering your blood-letting escapades, the A-FORCE crew have spent many hours in the pit with Sub-Zero, Scorpion and even the lovely Fistic, producing these player's tips for every character. We've even included the world-famous Final Death moves!



Joystick-wielding should be in tune with our descriptions for maximum effect. Explaining further, we use TOWARDS to describe 'towards' your foe, whether facing left or right. When we say AWAY — it means tap your joystick 'away' from the enemy. All button-presses are described as punches. If you've got a one- or two-button controller, consult the manual to see how to inflict a punch.



TELEPORT

Instead of a special button move, this can be a sufficient move to bypass your opponent. Teleport and end with a flurry of fast punches or finish with a spear from behind.



TORPEDO

The Torpedo is for pushing opponents away, allowing you to inflict a combination attack. It also would be a good defense to knock opponents off balance.

RAYDEN

The Thunder God is an excellent choice for the intense dual Rayden. His special moves, used properly, finish off almost every tournament fighter.



RAIDENSTRICITY

Raiden's a strong weapon as a long-range weapon. Using it when close to an opponent provides another option.



COMBINATION MOVES

For Rayden, start with a Rayendo, driving your opponent across the arena. Follow it with a couple of kicks of Raideenly. Now your enemy is close at hand. Use teleporting and finish them off with a series of punches.

RAIDENSTRICITY
Raidenly. Gained. Given
enough experience, enough
levels coming with its follow
through, it's possible to do this.



Playing Tips!



JOHNNY GAGE

Using a cone of the Master and
Mistress Komodo, Johnny's
abilities are greatly increased.



SHADOW-KICK

Cage's Shadow-Kick is similar to
Mile's Phoenix Kick — only execute
this one from behind. Put his feet through,
then kick it rapidly from behind.



FREEBALL

Let loose the Freeball at the
beginning of a match, catching your
opponent off-guard. In case needed,
it's also effective.



FATALITY MOVE

Finish-Rush Cage's devastating
Fatality Move is executed by
slamming him and pressing TOWARDS
TO YOUR LEFT FOREHAND PUNCH.



COMBINATION MOVES

Start with a Roundhouse, then do a Spin-Off Roundhouse. Finish with a Shadow-Kick, hitting the other kick far enough to deliver another Roundhouse.



PACKAGE CHECK

Although the Package Check is fun, it's essentially
a last line of defense. Only use it for drawing sufficient
energy, preventing any counterattack.



KANO

With a Head Butt technique
that's particularly effective
at close range, Kano's abilities
are greatly increased.



HEAD BUTT

Draw near, rendering a straight to the
forehead. Ensure you close — a
missed butt usually ends in a severe
hitting.



CANNONBALL

The Cannonball is effective at a
distance — especially when your
maneuvering is being taunted.
However, don't use it when your
target is on his toes, as this attack is very
easy to break.



COMBINATION MOVES

Start with a Flying-Punch, followed with
a volley of hard punches to the head.
While your man is reeling under a
surge of punches, when move off with
a Head Butt.



SPINNING BLADE

The spinning blade is both a form of
the energy, is only deadly from the
inside. The more, unfortunately, can
be damaged or dismembered with
heavy energy.



Playing Tips!



LIU KANG

Liu Kang, the Brute Liu looks like this around the arena, he has 100% Metal with Fighting speed.



SUPERSONIC-KICK

The Super-Kick is a short combination. However, only use it when your health and health bar is at a screen away. Otherwise, you will overheat quickly, leaving yourself open to attack.



HADOUKEN

Hadouken is one of the new moves in Mortal Kombat 3. The day of the tournament has arrived, so it's time to show off your skills.

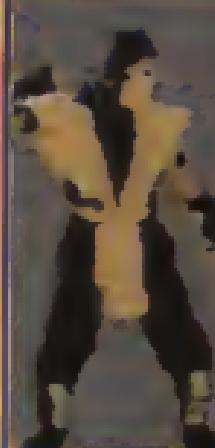


COMBINATION MOVES

Liu Kang's combination combo was called Helix and was done by begin with a Super-Sonic Kick when you find. Follow with a Roundhouse, counterattacking from above. When they approach, execute another Roundhouse so you need to catch them off guard, before finishing with a Teleport.

FATALITY MOVE

Helicopter Spin-Kick. Carry out this fatalities move by throwing your hand using TORANDO, DOWN ARROW, UP, TORANDO.



SCORPION

Scorpion is versatile and easy. Counter to aid to cross fight to avoid his attacks.



TELEPORT-PUNCH

The Teleport-Punch is only potent if synchronized to you map. It usually the same position as the teleporter. As you're face has a ready field of viewing while you're in mid-air, start attacking with full.



HADOUKEN

Clapped with another move, the Scorpion can be devastating. Launch it from behind an Unposed. Using the Scorpion house as your shield's according from an earlier attack allows you to maintain position, keeping a distance much.



COMBINATION MOVES

Apart from the Upper-Helix, Scorpion's best combination is Spine and Jagannath, then map. Ground this energy, delivering a Flying-Punch. Next, after a volley of punches in the form, followed a High-kick to the face.

FATALITY MOVE

Fatality: Execute by getting a short distance away and then perform: CROW DOWN, LUNCH.



Playing TipS!



SUB-ZERO

Sub-Zero could be considered Scorpion's older brother. Fighting the two together is probably the most interesting fight of all. As mentioned, this "brother" movie, *Scorpion's Revenge*, is due to be released.



COMBINATION MOVES

You can carry out similar moves using the Ice-Fire or the Power-Slide. Also, try the Ice-Wave move.



ICE-FIRE

Sub-Zero's Ice Fire, like Scorpion's Scatter, is more powerful combined with an Uppercut. Knock out, though, and he doesn't have the time to cool off his blades, instead by firing another blast while your opponent's frozen.

FATALITY MOVE

Head Freez. Use the combination of *Ice Wave*, *THROWN GUN*, and *CHARGE PUNCH*.



SONYA BLADE

This looks cool but is certainly not as useful as the previous two fighting styles. However, it's still fun to play with.



COMBINATION MOVES

Begin with a Flying-Kick, followed by a Leg-Toss and then a Headbutt. Use it at the start of an encounter.

End with a Headbutt.



ENERGY-WAVE

Sonya's Energy-Wave effectively blocks opponents at bay. It's quite optimal, though, its impedance. Use it to keep your foes at a distance, wasting down their energy until you close in for the kill.



LEG-TOSS

The Leg-Toss is the most impressive of all Sonya's moves. Use it to catch this enemy in place. If you're quick enough, perform a Leg-Toss and then an uppercut. This will knock the character off balance and make it easier to attack.



REPTILE

You need to be in the PB Level to battle with Reptile. If he's standing, you can attack him across the screen. It can be anything from a roll through to a scratch. Then he'll attack with a bite attack. Reptile has a special attack called *Reptile's Strike*. If you manage to survive 500 rounds without getting hit, it's a short fatality, the pit and finish with a green snake himself.

FATALITY MOVE

Kiss Of Death. Perform this move with the following combination: *TOKKON-DR*, *TOP KICK*, *AWAY*, *AWAY*, *LUNCH*.



Playing TipS!

Frontier's back again! For those still stranded in this excellent space-trading and combat game, AMIGA FORCE presents the second part of our extensive player's guide. This month takes you even deeper into the far reaches of the solar system as you strive to become the elite of space-traders.



Item	Cost	Value
Gasoline	\$1.00	\$1.00
Kegs	\$1.00	\$1.00
Beer	\$1.00	\$1.00
Total	\$3.00	\$3.00



THE END

The many of reasons selection
from you to whom send

Although some measures offer a high price for compliance, they could lead the ultimate solution to our life.

Still you're fully
dependent, need those
helping you person
to make a good decision

the following day.

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Playing Tips!

THE OUTPOSTS

Guard against taking missions to the far reaches — unless, of course, you're using the water-taxi and the supply's on your way.

When you reach the outer systems, you'll find that most of the city bases

are simple, open field bases, with no weapons. You'll need a vehicle for both ground and air combat in these sectors. As an added bonus, these unpopulated areas for mining and resource collection — which you can't do in populated areas — are much more efficient.

There are also some small bases with



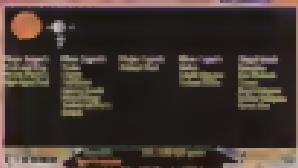
CASH RUNS

Apart from the route between Sol and Baryonyx City, mentioned in our earlier tips, we've also discovered other areas are valuable sources of cash.

When going to deal with competitors, head to Mars or to Earth, either through the bolide bases or in the intersector. They fetch a higher price than most other planets in the game.

Take care to land near mining or the

Playing Tips!



DANGEROUS ITEMS

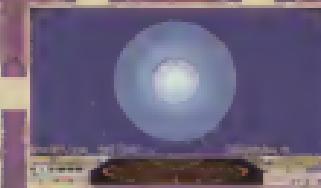
Throughout Frontier transporting certain cargo, including large supplies of arms and nerve gases, without permission is extremely dangerous through deadly systems in Asia, carrying over 100 kinds of major types many hidden locations. Use a powerful weapon, and a common sufficient no-pain-freeze and attack.

Keep your distance from these items.



ADVANCED NAVIGATION

Many ships have greater maneuverability when you're approaching a planet. When the **Approach** button is selected, pressing **Hyperdrive** to engage it. Fly low to avoid the leading edge of Colonies and other structures, and when you pass the hyperdrive power regeneration bar, engage again. This will provide a smooth landing path.





COMMENT

When a superior craft attacks, it's always
surprised by the policy-making
capacity of the state.



Electron Beam



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CLASSIFICATION

1.000
1000
100
10
1
0.1
0.01
0.001
0.0001

PURCHASED BY 韩国军

Always check the *Clipboard* when finding all or *SelectObject*. In particular, use the *Font* and *Pen* when selecting for *ApplyingFont* and *ApplyingPen*. If you use a *Color* yourself then types of *Color* must begin *Color* — *Black*, *Red*, *Blue*, *Cyan*, *Magenta*, *Yellow*, *White* — not *black*, *red*, *blue*, *cyan*, *magenta*, *yellow*, *white*.

[View the original document](#)



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AND FINALLY...

The men were of course, trying the biggest deal you can and as much money as possible. So, we money men upgrading your shop, and then try to take on every Federation major possible licensing ranges.

Playing Tips!

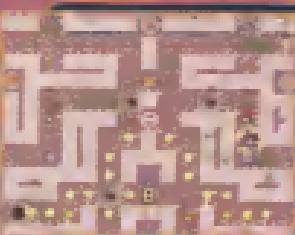
MEAN ARENAS

Mean Arenas takes the gameshow violence of *Smash TV* and mixes it with *Pac-Man*, producing the most addictive and deadly game appearing for a long while on the Amiga. There are many items throughout *Mean Arenas* threatening to burn, bash or blow you up! The key to successfully completing the game's knowing how to use each to your advantage.

FIRE-SHIELDS

■ Fire-shields appear in almost every arena as an energy card on the floor. Step on it and receive a shield around your body. This can be very safe in arenas containing fire or combat. The shield only lasts for about two minutes, so beat the arena by running into as many guardians as possible in the short time you've got.

The main idea is using up one shield and quickly finding another. Avoid P-10s if a few shields are remaining, as you'll die, and try to get back to a shield as soon as possible.



HIDDEN ARROW-LAUNCHERS

■ These hide behind a wall path. The only way of telling where they are is by randomly shooting at the walls and floors. If you're lucky, in the wall, there may be a small hole or a crack through which you can see the arrow launcher.

However, there is a much easier way of finding them. If you're in a room, just shoot arrows at the floor. If you see a bright light, then you've hit the arrow launcher.

BONUS METER

■ The Bonus Meter can be very misleading. You won't understand exactly how it works. Every time you pick up a large 10 icon, it increases in the word "BONUS". Whenever you get "BONUS" it's increased a little — increasing the word "10-BONUS" when you get a 10 icon, an extra bonus is added to the meter.



FLAME-UNITS

■ Although these habitats are really deadly, use them to when safe by only crossing in front of each other. They're also — extremely helpful if you're being followed by a weaker enemy. Simply run in front of the flame-unit so the enemy follows and ends up a toasted toe.



中国古典文学名著

Areae guardians are many and varied. Some are very intelligent and can only be destroyed by shooting them, while others aren't as smart and wander into any traps set up.

TECHNIQUE

• Tools are very similar to Humanside, though not as robust. It's possible to beat these guys directly into insanity traps. The dropped download link is now below in the regular Humanside section.



HUANGHOUJI

■ **Harmonica** looks like your Main character and can also play clever Once spotted, they don't leave him alone. Escape by either outwitting or shooting them into small pieces. They don't walk over traps so the mines trick doesn't work on them much.

The only places where these things don't follow a smooth conveyor-belt on ice. If you've got one foot on your brakes and pushing a car, trust me, the skid marks of both of them will be all over the place.



1 GHOST

■ Children are often and initially more damaged but can make the best on long terms. They pass through anything including death, without being greatly affected.

These types appear, relatively more often than the isolates — the most dangerous. There's an easy way of avoiding the isolates type and another can be infected. (They're shown in the following diagram.)



中文字典

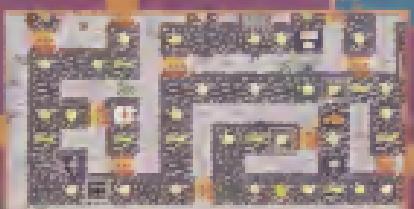
• Online support in many places from experts through to forums, lists or news.



TIPS FOR FAMILY AND SUCCESS

© 2004 Sony Electronics Inc. Recording several minutes and grabbing points... we've streamlined things allowing you to focus on the Creative Art possibilities.

When reflecting occurs, make sure you give every one involved a say and you have a positive outcome for everyone involved.



Playing TipS!

In a follow-up to the highly successful *Alien Breed*, comes, of course, the sequel — *Imaginatively Hated, Alien Breed 2*. Well, overblown titles aside, *Alien Breed 2*'s a fast and frantic blend of death, mayhem, aliens and outlandish weapons. In fact, the very ingredients making for another outstanding A-FORCE player's guide. Throughout *Alien Breed* are many traps, dead-end passages and, set in meekies, vicious aliens — check out these crackling tips to delve deeper into the game!



There are plenty of secret credits to be gathered here. Although there's no real use for the rest of the game, it's really not worth the risk needed to collect them. It's much safer to just head for the exit.



As you run around this room again you'll notice a strange sort which attempts to blow you off course. Right instead of left or vice versa, as it has a nasty habit of impaling you straight into a shotgun's blades. Which of course leads to the demise of your poor little sheep.



Playing Tips!

As soon as you start the level, move straight to the right side of the screen. It helps you from getting killed by the two Disappers, according to Fernando, at the start of the game.



Don't advance so far that when you shoot around the bottom of the corridor, you'll hit the bottom of the pool. You can't pass through it, but you could end up getting killed by a moving Disapper, passing over your head.

Dash through this area, avoiding the fireballs.



When being around as you go through this portion of the level, it's an idea to immediately shoot any fireballs or Disappers which may approach while you're in the corridor.



Another tip with navigating here would be to use of instant protection. Unlike the other bonus rooms, death here is not necessarily fatal. Once the bonus room is completed, as you find the exit, instead, dash past through them to get access to the bonus. You need a long to cover this route.

LEVEL 10 - PLANET SURFACE

WEIRD THING CLASSIFIED BY
THEIR COLOR AND SIZE. IN HIGH
GROWTH STAGE, THEY ARE
NOT HARMFUL. IN MEDIUM
STAGE, THEY ARE HARMFUL.
IN LOW GROWTH STAGE, THEY
ARE HARMLESS. IN FINAL
STAGE, THEY ARE HARMLESS.

Playing Tips!

LANDING PAD

The Landing Pad is your invention point on the planet. The biggest problems are getting Phasers moving down from above.

There are also Choppers flying around the area with the sole aim of destroying you. However, the main objective is finding the entrance to the next zone and the relative safety of the reactor.



ENTRANCE TO THE CIVILIAN BUILDING

Finding the entrance to the Civilian Building is fairly easy. From the start, head to the left corner of the landing zone. Pass through the two doors before heading across the bridge. Move to the far left, continue across the landing zone and right until you've crossed the final bridge. Keep moving right and you find the entrance just past the landing zone.

CIVILIAN ZONE

Demolish all fuel storage and smaller buildings, including the building in the Civilian Zone. Get away from the building, demolishing the Control Room. You can't damage the building you're in, so move to the outside and then back in again to do more damage.

Once you've cleared the building, move to the right and then back to the left.

Demolish the building in the Civilian Zone.



CHOPPERS

Not only can the Choppers shoot you as they strafe the ground with their cannons, they also kill in contact. The best tactic is avoiding them, even if it means backtracking to get out of their paths.



FIREBALLS

Fireballs can be deadly, but inflict serious damage if you catch one. The only way to survive them is to move quickly, and increase if you spend the much longer time near them. So, it's best staying on the move at all times.

MAINFRAME COMPUTER

The Mainframe Computer in Level 07's terminal post to the right and above the starting point. Walk up to the terminal and fly with your weapon, dematerializer. Watch as you destroy the Mainframe one section at a time.

Caution! If you're not careful, you'll damage the terminal and have to start again. Don't let that happen.



ANTI-MATTER REGULATORS

The Regulators are large grey and black blocks with spinning rings in the center. The only way of destroying them is standing next to them and shooting them down with your weapon. You won't be able to move by them as long as they're standing there.

Once you've destroyed them, move to the right and then back to the left.



CRUSH MACHINERY

The CyberCores are to the right of the landing. Once you've activated them, go to the right as quickly as possible. These cores will move to the small tunnel. Go to the left of the machinery to avoid being crushed.

SCIENCE ZONE

When you're in the Science Zone, you must find the security key and deactivate the mine, disabling the laser. The laser's energy source is what you must find. A secret entrance is located just above the laser module.



Playing TipS!



MILITARY LASER

Get into the wall base in the Laser Zone. Once the laser fires, walk through the heavily-armed doorway. Go to the cockpit room for the deck-in to set the zone.



TOXIC GAS

From the Heater, access one of the few rooms, then go through the hole. Return to your main position, completing the zone.



After you've completed the Toxic Gas Zone, you can move on to the next level.

GENERAL SURVIVAL TIPS

One very important thing to remember if you're faced with an armoured alien, and your weapon isn't powerful enough, take flight. Never... never you change it after you've shot.

Always do you've found something, upgrade your weapon. The one to avoid's the Throat... it's really an unnecessary weapon in the alien.

The remote Tracking-Unit is also a good idea, but very useful. It's a good idea to always destroy all of the immediate areas around you, to give you a clear view.

The general rule with alien enemies is... it increases. Most alien ships can be harvested. The magazines and other armaments, however, cannot be harvested. Keep moving small times, giving the gun time to lock onto your positions.

Use anti communication weapons, as it becomes very scarce in later levels, and it's not always easy finding a weapon and purchasing extra clips.

MISSION THREE

Your health is up to 100%. Take low-levelled rooms, because there's not so many, they're dead ends.

ENEMY INFORMATION REMOTE LIBRARY CORNER



Playing Tips!

Lemmings Lifeline

If the letters are anything to go by, it seems many Lemmings devotees are still struggling with challenges in the labyrinth of mazes found in every corner of the game. This month, though, the Lemmings Lifeline extends to readers stampeded by Oh No! More Lemmings — we've spent many hours solving Team Level 11. As well as getting to the bottom of this level, we take the Lifeline a step further by solving Level 29 from the Poo Zone of the original Lemmings.

If you're stuck on any level in Lemmings, Oh No! More Lemmings or even Lemmings 2, then write to Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ledlow, Shropshire SY8 1FW.

Please remember to include the level you're stuck on, as well as the level password.

Sorry, but we cannot reply personally to any problems.

MUTINY ON THE BOUNTY

Oh No! More Lemmings
Wild Level 11

Mutiny's another of those levels where one poor Lemming does all the work, while the rest of the gang stand around twiddling their thumbs. It demands spot-on placement, so make sure you get plenty of practice before attempting this level.



WORRA LORRA LEMMINGS

Lemmings
Poo Level 29

Lorras Lemmings just won't stop moving and hopping until they're dead. If you keep notes and return our solution to the letter, you reach the next level before you know it.



1

As Lemmings fall out of their pots, they walk to the right. Thus your first Lemming into a Blipbar, plugging the rest of the gang swimming.



2

Convert the third Lemming into a Blipbar, dropping the second Lemming next to the pedestal. Transform the second Lemming into a Blipbar, connecting a bridge over the pedestal.



Playing Tips!

2

Transform the next Lemming into a Builder as he walks right, causing him to smash a path through the brick-walls.



3

Lemming three should be turned into a Builder to smash the steel wall and go to the chainbridge on the right.



4

Change this Lemming into a Builder, nothing across the bridge. His construction work helps stop him and the others from falling into a sandy grave.



5

Allow your Lemmings to walk up the steps. But remember to arm him with an umbrella for his tree-fall off the edge.



6

Following a safe landing, your Lemming should right and turn around. As he begins his return journey, turn him into a Builder, making a bridge to the left.



7

When the bridge reaches the road and the trees round, build another bridge to the right. Convert one Lemming in the main group into a Builder to erect a bridge up to the platforms on the right, allowing your path to escape.



8

Let the Builder drop down into the small pit and convert him into a Builder, breaking through the wooden gate.



9

After he's broken through the pole, make him smash through the next pedestal and the ground lying behind it.



10

It's time to use breaking skills again, breaking through the bottom of the broken stairs.



11

As soon as you smash through the stairs, change into a Builder, creating a bridge up to the wooden ledge on the left.



12

When you've reached the large pyramid, better though to the left until you're at the metal block.



13

As your Lemming turns back, heading right, change him into a Builder, forming a zigzag network of bridges up to the odd platforms.



14

After up the left Blocker, retreating the rest of the green Lemmings on their journey to safety and completion of the level.



Playing Tips!

Third of Italian plumbers, blue hedgehogs and ninjas from the 11th Dimension? Check out *Alfred Chicken*, possibly one of the strongest games around. As with many platform games, it contains the obligatory hidden zones — finding them can be a real pain, though. Hence, our **AMIGA FORCE** guide to finding the hidden stages in the first three levels.

ALFRED CHICKEN

1

■ Run up to the doorway at the top of the first screen and enter. This brings you out at another screen. Positioning Alfred right between a clay mouse and a springboard. Walk your way right until you come to a dead-end wall. Jump against it and push right — if you've done this correctly, you pass through the wall and end up right at another doorway.

You should find yourself in the first of the Bonus Zones. Pick up the mushrooms and jump over the plants. Once you've collected the pips, the screen fills up with bonus cheese wheels.

Grab all the cheese pieces and go through the door, dropping into a room with two fire traps. Run to the left and bounce on the spring until you reach the highest point. A doorway appears in mid-air which you should jump into to find the hidden zone.

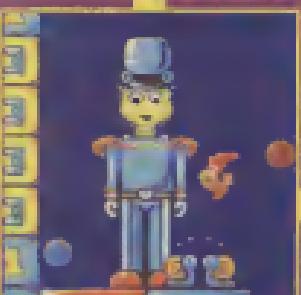


2

■ Move to the top right of the first screen before going left to the large key collection. Drop down to the middle level, finding the next screen doorway.

Travel right to the sleeping hounds. Jones over very carefully as you're starting out to 1. Walk straight up into the air, performing a double spring — jumping while it completes your first 100%.

Bounce up the springs to the 'A', 'B', and 'C' blocks with the mounted doors. Open 'A' and 'B' to see you through to the next part of the level, while entering either 'C' completes the bonus room.



3

■ Jump up the large stones, reaching the doorway on the ledge above. Pass through the door and spring left over the spider's lair. Leap across to the left, landing on the exploding blocks.

Stand on it as it blows up and keep LEFT pushed. You float down through the secret passage and right, entering the door to the next secret Bonus Zone.



TIPS BITS

As you all know by now, one in the section of this mag written by the readers, for the readers.

If you're stumped by any part of a game, TIPS BITS, through either the readers or our army of readers, will endeavour to shed light on the problem. Don't hesitate to send us your bewildering riddle or any answers to questions raised in this column.

Remember, the best tipster every month is rewarded with a free 12-month subscription to AMIGA FORCE! (Don't worry if you already have one, we'll renew it for you). So, send your tips and problems to TIPS BITS, AMIGA FORCE, Impact Magazine, Ludlow, Shropshire SY8 1JW.

EYE OF THE BEHOLDER

Q Due to a slight technical hitch we were unable to print the second part of the Eye Of The Beholder solution last month. For all you who've waited so long, here's the second part of Cluney Jordan's solution.

Level Two

This level is filled with skeletons and zombies. If you want to avoid a fight, let your prismatron there, and you can walk past unharmed.

At you enter this level, you're faced with three identical corridors with silver locks. On the ground is only one silver key. First, open the door to the south.

The crossroads you come across split you 90 degrees to the right each time you need. At the west left, the corridor ends in a "Keep Out" machine.

Playing Tips!

Step through it. Find the other one and step through that. You enter a room with two zombies. There's no treasure, but the good experience. Return to the crossroads.

The south fork comes to a dead-end with a foot panel. When you step on the panel, you hear a stone-grinding sound. Don't worry it's a secret door opening further in the sewer! Please to the crossroads.

The east fork takes you to a small maze of corridors which repeat yourself. To avoid them, find the "trap" markers on the walls and step through them. This way, you avoid the terrors and can reach the other side. There is a secret door at the end, and here you will find another silver key. Return to the level entrance.

Reid, open the door to the east with the silver key entering an area of corridors filled with pits. Around the walls are various buttons to press them. With care you can see a floor-panel legend. Thus, something over the pit, letting the panel and closing it. In this area you'll come across another silver key, and here another stone-grinding noise. The ladder

CUT OUT CHEAT!

XENON 2

XENON 2

WOODY'S WORLD

WOODY'S WORLD

THREE'S NOTHING
WORSE THAN GAMES
PACKAGED IN HUGE
BOXES THAT ARE
90% AIR. HOW BIG
ARE OUR WHEELIES,
SUPPOSED TO BE?
THESE CHEAP
CREATE WONT
EXACTLY FILL 'EM,
BUT THEY'RE
EARNED THEIR ALL
THE SAME.

dynamaster



boxed store



click or twin



smooth



lotus 2



starburst



Playing Tips!

laugh down to a room underneath the grot. This is where you end up if you fall down a pit. Down here's a portcullis. Return to the level entrance.

Next use the third secret key to open the north door. As you walk through, you see a corridor on the left that goes nowhere. This corridor opens slowly until it reveals the stone-grinding noises. You can hear them from outside.

Most of the doors in this area appear intact. Force them open by clicking on the bottom of the door. If you fail to open it, have a few more goes. If you still fail, not for a while, then try again. One of the doors can't be forced open so throw a dagger through it. You eventually find more treasure and hear another stone-grinding noise. Go back to the slowly-opening corridor mentioned earlier.

The corridor is now fully open. In the room beyond, you find a stone dagger. It's not a weapon. It's a key for a magic portal found later on in the dungeon.

The door in the bottom-left corner can be opened by throwing a dagger through it. You'll come across an alcove filled with lights. On the

wall is the sign 'WATTS' — Pupil Action Transport System. This teleport floors you close to the door to Level Three. Both go through it just past.

Next you come to a door beyond which is a room containing a button and an inscription saying 'ENTRY LEVEL'. This is a bit. It operates a closed door and press the button. The inscription now reads 'COMPLETION FACILITY'. You come into a room full of prison cells. In each are two skeletons. There's the odd piece of treasure to be had in some of the cells. In the southern cell, the central block on one wall reveals a secret door. This leads back into the room that's under the grot from earlier on. Return to the left.

Left again brings you to the 'DEATH SECTION'. There's a few skeletons and a door that needs forcing open. Beyond the door, you find a gold chest. This opens the door to Level Three. Return to the left. Using it again takes you back to the 'ENTRY LEVEL'.

If you want to move onto the next level quickly, go back to the R.A.T.S., step through it, and go north until you find the door. Put in the key and you're off to Level Three.

If you want to explore a bit further, that's fine. Going the other way brings you into a maze with

wandering zombies.

To the left is a few rooms. To open the first door, place an object on the floor-panel. In the room beyond are two doors. Opened each one in turn preserves. You can only open the north door. After the corridor has run out of the way, you find a lever and a button. The lever opens the other door. The button seems to do nothing, but has opened up a new corridor at the maze, and has changed a few of the walls round. Use your map to locate yourself. You can now go down to Level Three.

Level three

The creatures on this level are Flies and Poxes. Both can be a bit nasty. The Random attack is a lightning-type spell. It's best to try to avoid it, then attack before they do it again.

If you go round to the rooms on the right, you encounter various rooms of trapped gas. When the computer says you feel dizzy, you have turned around 180 degrees. Just turn back round and carry on.

Going to the left takes you into the rest of the dungeon. First, you come across another R.A.T.S. Put in the teleport you arrived to the end of this level. A good way, if you want, to skip it. If you chose out on all the way

Dynamitester

 CREDITS

A family set of cutters for those later levels:

- 3-11 MAXCLSAH
- 4-22 ROCEDURU
- 5-11 HOLOLEEN
- 6-11 HOVYHEAL
- 7-3 MAREWORP
- 8-3 MXAEPMYH

Parasol store

 CREDITS

Type GTM02 while playing. Then press any of the following keys to access these cheaters:

- C: Extra credits
- X: Skip to next level
- M: Enter lesson screen
- G: Gives you all three items
- K: Kills all the enemies
- Use F1-F2 and F3-F4 to skip to these levels.

Starburst

 CREDITS

Enter the following passwords to help you further into the game:
CDSUAVAAAMOL — World Two completed.
CISUVAATAND — World Two completed with lots of lives and weapons.

Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now stare them all in a good place so that you can refer to them whenever you deem it necessary!

Mean arenas

 CREDITS

To jump to any level up to 36, simply type the level number you require in the password screen.

Woolly world

 CREDITS

A few handy passwords for all you Woolly fans:

AKUREARA,
MOONADAGG,
DRONDAFFY,
MPONDONAMP,
MEKOMCAIR,
DIMMDOCO.

Xenon 2

 CREDITS

Pause the game and type in RUSSIAN AIR. Unpause and use N to skip levels.

Iota 2

 CREDITS

Enter your password as TURPENTINE for unlimited time. Alternatively, enter the password as DDX to play a 'hidden' game.

Assassin

 CREDITS

Try typing in these names on the high-score table for a few surprises: ASSASSIN, SUPERFROG, ALIEN BREED, PROJECT X.

Sink or swim

 CREDITS

To finish the game faster, type in this code: FIELDSOFDOOM.

The operator after the PLATTS has a teleport trap and you're transported back to the end of the corridor. This seems to work only once, so try again. If it does it again, try walking along the corridor backwards or sideways. Once round the corner, search for the hidden opening in several rooms.

At the next junction, go south to the door in the room beyond; see three other locks. You should have a few other keys from the left level. Opening any of them reveals a button. But, you should push the middle button to reveal a secret passage. The others aren't very pleasant to you.

On the map on the right is a small road. Outside is a silver door. Round this corner is another silver door. If you open the lock by this door, it opens, but also puts you in the middle of a group of Kuklos who attack from two sides at the same time. Don't wait; instead, open the other locks round the corner. It will open the door, but only subjects you to one Kuklos.

Once Kuklos you come round to the room with all the drainage holes. To enter, place the gem you should have found into the square hole. When you do, to your right is a floor-panel with a hole. Step on it. This opens and releases some pits. Now carefully walk round the room. There's only one route for you to take. You

can't knock over more floor-panels. Stand on them. Eventually, if you see a floor-panel, step on it. You eventually reach your way round to the treasure. The floor-panels need to it helps you return to the door.

Look on your map in a square room with a hole beyond it. Both are full of Fins and Kuklos. There's also treasures in there. The room has a teleport area that moves you into another corner of the room. In the room, you come across a set of Human bones. These, too, become another route; except of a later date. In the top-left corner of the puzzle is a V-shaped area. The corridor on the right has a secret door taking you beyond the large room on the right. The large room on the map's marked 'Maze'. On the wall, red eyes may be entered from the door on the right. Inside are many Kuklos. They're not moving. You can walk past them to the other door. You notice there's treasures underneath some of the sections. To get it, you must kill the Kuklos. But, if you fight a Fin, all the other Fins wake up and attack. The same for the Kuklos. At the final section is a Kuklos fighting a Fin. Killing the Kuklos may be messy, but once you pick the Fin up, all the other intruders wake up and attack. A trap to walk your way to the other door and open it.

Playing Tips!
This means you won't be trapped in the room, surrounded by monsters. Then, plot a fight with a Fin or Kuklos. Once one type of monster's dead, wake the other monsters and kill them. You may want to rest before a fight. The room is now empty and ready for plunder.

Through the maze after you find the other end of the PLATTS.

After the long corridor is the area with above and dead-end branches. The stairs each contain a pair of eyes, with one eye missing. The dead-end branches contain blue gems which turn into the empty eye sockets. And put all the gems into the sockets. There are several confusing teleport rooms so you avoid the confusion, it's annoying, but you can eventually visit all the above after a little patience.

Once all the gems are in place, the northbound stairs open up into a large room beyond. There's some treasure there and a choice of two ladders down to Level Four.

■ Thank you again for the excellent solution, Darren. Hope to hear more from you in the near future.



Playing Tips!

PREMIER MANAGER

Q I am a regular reader of your magazine and I am wondering if you have any cheats or tips for the excellent Premier Manager 2.
James Holloman, Preston.

A Well James, if you take a peek at the CUT-OUT IN CHEAT section, you'll see that we have a handy little cheat. It was sent in by Mark Chapman from Tonbridge.

BOB'S BAD DAY

Q Since purchasing Compa's excellent game, Bob's Bad Day Out, I've been playing it nonstop. As a result, I've managed to reach Level 79 and I would like to share the level codes with your many readers:
2-ZF85CYD3 3-ZF86CYD3

Cabal

SECRET
Type SCHLICKA at any time, making the border flash. Now use F3 to skip levels.

John Madden

SECRET
4 stars! You should try these codes to take you all the way to the top:
Quarter-Final — 66622300
Semi-Final — 66772300
Final — 66772304

Rainbow Island

SECRET
To enter the secret room, collect the diamonds in this sequence:
Red, Orange, Yellow,
Green, Blue, Indigo,
Violet.

Populus 2

SECRET
When you are fighting an enemy, press A and release. This releases the lightning wave continues until you press the mouse button again. It's easy, nothing to worry out this cheat.
Enter your code on ADDRESSBOOK for maximum enjoyment in all areas.

Hail for red October

SECRET
If you're surrounded by enemy ships, simply save the game. When you restore it, all ships will've disappeared.

Dalek attack

SECRET
Type ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS. If it doesn't work, try swapping the names around or entering JAMES BOND instead of ROGER MOORE.

Alien breed 2

SECRET
Enter any of these codes on the password screen to boost your ratings:
EFFECT CODE
50,000 Credits T36363
Level Skippages A) 343433
80 Keys for each player 078829

Premier manager 2

SECRET
Use any of the following telephone numbers to enter a hidden Premier Manager. The numbers has different combinations of long and short and local offices:
area 10, 666114, 666116, 666117, 666123, 761166. Dialing 666100 allows you to contact the club secretary.

Lostbetrol

SECRET
This one takes a while to carry out, although it's well worth the wait. First set the obstacles and fire to loss of hand your strength and income is reduced by 10% per tick. This may not sound like impressive until you realize that this increases all of your remaining ticks to 80%.

Hook

SECRET
Go to the dock and Walkie shop and pick up the map next to the candle. Repeat the actions in the areas where the map was and you'll get every item to complete the game.

Alien breed 2

SECRET
Here are the alternative codes for the original version:
LEVEL
1. Landing Pad PT 1
2. Landing Pad PT 2
3. Landing Pad PT 3
4. Landing Pad PT 4
5. Circular Stage 1
6. Circular Stage 2
7. Circular Stage 3
8. Circular Stage 4
9. Mystery Passage

Lotus 3

SECRET
Enter CU AMIGA in the code-box to enter a hidden game.

S. G. Lockley, Dunfermline.

Q Thanks for the codes Mr S and marks for the winning Post cheater which we've included in our CUT-OUT 'N' CHEAT section.

This month's subscriber winner is S.G.Lockley for his ace Level Codes to Bob's Bad Day. Stay tuned — more next month! Our readers are demanding more and more tips and cheats as they grapple with the best in Amiga games. Don't hesitate to send them in — remember, a yearly subscription to AMIGA FORCE is awarded to the reader offering the best in the posting.

JOIN THE A-TEAM EVERY MONTH!

Hey! Do you want the good news or the even better news first? If it's good news, it's that there's issue 8 (on sale 20 May). AMIGA FORCE will be published every 4 weeks this coming winter (between issues!) No more wait time for frustration, guaranteed! The latest hottest tips, news & features, plus lots of great reviews.

The even better news is you can get AMIGA FORCE on a licensee's money-saving subscription! Not only do you receive 12 issues of the magazine for various Amiga gameplayers, you also get THREE great Gremlin games (total savings £23.95) for just pounds each! The brilliant bit?

LOTUS ESPRIT TURBO CHALLENGE

Even more paydays than the two classic sequels, this is the two-player driving game. The intercooler 3D action is superb, the competition furious as you bump and bang past the computer cars and into each other on obstacle-strewn tracks.

THREEDIES!

SWITCHBLADE

A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a cyphered sword. The intention of shoving unexploded areas as you remove the risk of backtracking in the extensive underground levels.

MANIX

A superbly polished variation of the classic Q-tiled coin op, this has you jumping around the screen to 10 blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



BUT I'VE ALREADY GOT ONE!

However, we realise that some of you dedicated gameplayers may already have one (or more) of the three big games. In this case, you can subscribe — without getting the games — for a special DISCOUNT price. Make your choice (games or not), tick the relevant box in the coupon. Fill in your details and send to European Games (not the AMIGA FORCE editorial office). And that's the FORCE — well played.

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Error: 862668611 Task: Amiga Force

Solution: Next month it will all be different.

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■ Eight-directional thrust control
■ Two scroll wheels
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